

The Australian **COMMODORE & AMIGA** *Review*

**Stop Frame
Animation**
Australian Controller
Reviewed

Maxiplan 4.0
Another Upgrade!

GVP Hard Card
Road Test

GP-Fax
Amiga Fax Software Reviewed



**Education • CanDo • AMOS • C64
Hot PD • Games • Adventures**

WHAT HAS 16M COLORS, 24-BIT FRAME BUFFER + GENLOCK + FRAMEGRABBER + FLICKER-ELIMINATOR + PIP + VIDEO TITLER + 3D MODELLING SYSTEM?



If you're into video, IMPACT VISION-24 is truly a dream come true for your A3000 or A2000. It is the first multi-function peripheral specifically designed for the A3000's video expansion slot.

With the optional A2000 genlock slot adaptor kit, it also perfectly complements and enhances the A2000.

Check out these features, all packed on a single Amiga® expansion board!



► **Separate Composite and Component Video (RGB + Sync) Genlocks.** RGB genlock operates in the digital domain, for digitally perfect

production studio quality mixing: no color bleeding, no ghosting, no artifacts...!

► **15MB Frame Buffer.** Display 24-bit, 16 million color images on your Amiga monitor. On a multi-sync monitor, you can even display 16 million color images in non-interlaced mode!

► **Realtime Framegrabber/Digitizer.** Freeze, grab and store (in standard 4096 or 16 million color IFF format) any frame from a "live" incoming RGB video source. Optional "RGB splitter" required to grab incoming composite or S-VHS video.

► **Flicker-Eliminator.** Duplicates and enhances the A3000's display enhancer circuitry. It even de-interlaces live external video! A must for any A2000 owner. Ask about our A2000 "genlock slot trade-up" program (in case your genlock slot is already used by something less exciting!)



► **Simultaneous Component Video (RGB) Out, Composite Video Out and S-VHS Video Out.** Now, anything you can see on your Amiga monitor can be recorded on video tape,

Introducing the IMPACT VISION 24™ from GVP The All-In-One Video Peripheral for the A3000 and A2000

including animations, ray-traced 24-bit images and more!

► **Picture-In-Picture (PIP) Display.** Freeze, resize, rescale and/or reposition live incoming RGB video just like any workbench window at the double click of a mouse or the pressing of a "hot key". With a multi-sync all this can even be in rock steady de-interlaced mode. Unique "reverse-PIP" feature, even allows you to place a fully functional Amiga workbench (or other application) screen as a SCALE-ABLE (shrunk down!) and re-positionable window over full-screen live video.

► To make sure you can take full and immediate advantage of every feature of your new Impact Vision 24 video-station, we even include the following software with every unit:

- **Caligari-IV24.** An exclusive version of the leading broadcast quality, 3-D modelling and rendering program. Use your imagination to model 3D, 16 million color, scenes. Use your digitized video images as textures to wrap around any object! The mind is the limit!
- **SCALA-Titling.** Easy-to-learn, video titling package complete with lots of special fonts and exciting special transition effects. Turn your Amiga into a character generator.
- **MACROPAINT-IV24.** A 2D, 16 million color paint program that lets you have fun



creating or manipulating any 16 million color, 24-bit image.

- **Control Panel.** Provides full software control over all Impact Vision-24's numerous features. Use your mouse or simply



press a (configurable) "hot key" to activate any feature.

At GVP, we wanted to make a major impact on the use of the A3000/2000 by professional video enthusiasts. With the Impact Vision-24 we have!

For more information on how the Impact Vision 24 can have a major impact on your video productions, call us at 215-337-8770.

IMPACT VISION 24



P O W E R
PERIPHERALS PTY LTD

1st Floor, 257 Hawthorn Road
Caulfield North, 3161
Telephone: (03) 532 8553
Facsimile: (03) 532 8556

Contents

Vol 9 No 9
September 1992

General

- 4 Ram Rumbles - news
51 Letters - DTP and presentations, buying overseas

Amiga

- 6 Notepad - Scram Kitwear, The Answer upgrades and lots more
14 GP Fax - home grown software for your fax-modem
16 Maxiplan 4.0 - contender for king of the spreadsheets
20 GVP's Impact Hard Card - Ram expansion plus SCSI controller
22 Stop Frame Animation - smooth, fast and full 24 bit
24 Education - Software at the exhibitions
32 Amos Column - For beginner and advanced users
42 You Can CanDo Part 6 - A simple paint program
48 Andy's Attic - Bulletin boards - starting your own
52 Hot PD - the world of public domain
57 Amiga Dealer Profile - Impact Camera House

C64/128

- 60 C 64 Column - News, user groups, mail bag

CDTV

- 62 CDTV - news, The Connoisseur fine art collection

Entertainment

- 66 That's Entertainment - News, Hall of Fame, Letters, COMPETITION - win a copy of Fire and Ice
71 Adventurers Realm - News, Hints and Tips, Problems, Help, The Dungeon
73 Game Reviews - John Barnes European Football, Sensible Soccer, Fire and Ice, Plan 9 from Outer Space, Covert Action, Moonbase

The Australian
**COMMODORE
& AMIGA**
Review

A Gareth Powell Publication
21 Darley Road, Randwick NSW 2031
(02) 398 5111

Published by: Saturday Magazine PTY. LTD.
Distributed by: NETWORK Distribution
Printed by: Ian Liddell PTY. LTD.
Editor: Andrew Farrell
Production: Brenda Powell
Layout: Tina Golins
Subscriptions / Back Issues:
Darren Perry (02) 398 5111
Entertainment Editor: Phil Campbell
Advertising: Ken Longshaw
(02) 398 5111 or (02) 817 2509
Mobile 018 230 912

Advertiser's Index

Allens	12	LeeJan	44
A. Crouch	52	Logico	47
AmigaNutsUA	54, 65	Maestro	37
Amitech	40, 41	Megadisc	21
AmigaP/D Ctr	54	MVB	10, 11
Aust. Exhibition Serv.	27	MUTech	49
Barossa Print Masters	56	PCM	38
Brunswick	65	PM Development	8
C64 Software	52	Pactronics	4
Commodore		Parcom	43
	IFC, OBC, 18, 19	PD Connection	45
Computer Man	2	Pelham	53
Computa Magic	15	Phoenix	17, 39
Desktop Utilities	43	Power Peripherals	
Don Quikote	21		3, 5, 7, 9, 55, IBC
Entertainment S/W	53	PrimeArtfax	58, 59
Fonhof	45	Rod Irving	32
Graway	52	SigmaCom	30, 31
G-Soft	26	Shop4	56
Hard Disk Cafe	33, 34, 35	Software to Go	49
Hargware	38	TupSoft	25
Harris Hi-Tek	44	Unitech	54
Interlink	29	Wall St Video	23
Kaotic Concepts	13	W-R	53

The Australian
**COMMODORE
& AMIGA**
Review

Make sure of getting
your copy
Subscribe now!

Please enrol me for a issue
subscription to *The Australian
Commodore & Amiga Review*,
commencing with the issue.
I enclose a cheque/
money order for \$.....
Please charge my Bankcard, Visa
Mastercard:

Card number:

Expiry date:/.....
Name:
Address:
Postcode:

Please tick applicable:

First Subscription ☐
Renewal ☐

To: **Australian Commodore
& Amiga Review**
21 Darley Road,
Randwick NSW 2031
Phone: 02 398 5111

Rates within Australia:
6 issues \$20.00 (inc. postage)
12 issues \$38.00 (inc. postage)

**1992 Amiga ANNUAL
ON SALE NOW**

Amiga Peripherals at Perfect Prices

SPECIAL Diskettes 3.5" DSDD Cheap \$5.89

Amiga 2000 2.05 + HD52 Meg . . .	\$1269
Amiga 3000 + HD = 52 Meg	\$2765
Amiga A500 Plus 2.05	\$589
Amiga A600 New	\$595
CDTV	\$695
CDTV Keyboard	\$120
CDTV Infra Ray Mouse	\$120
G. Force Accelerator	CALL
A500 52Mb HD & Controller	\$749
A500 80Mb HD & Controller	\$899
SIMMS 1x8 70ns	\$55
386 SX 25 Mhz Bridge Board	CALL
Floptical Drive 20/40 Mb	CALL
External Drive	\$135
Colour Digitiser	\$399

Coming soon!

A570/690 CD ROM Drives to suit A500
Accelerator 14Mhz Chip

Chips For Sale

DOS 2.05 chip only	\$59
1Meg Fat Agnus	\$53
2 Meg Fat Agnus	\$66
Super Denise	CALL
Gary Chip	\$20
Paula Chip	\$54
CIA 8520	\$24.99

Fill in your own SPECIAL here!

..... **CALL us** ↓

Computer Man

P.O. Box E265, Perth 6001
611 Beaufort Street, Mt Lawley, Perth, 6050 WA
09 328 9062 or 018 911 011

Editorial

At this time, uncertainty is the only sure word to describe the specifications of Commodore's future Amigas. Despite numerous so-called rock solid leaks of model numbers and performance figures, reliable descriptions of any of the next Amiga generation are non-existent.



Whilst there can be no doubt the Amiga 600 is a but a small hint of what is yet to come, even it is a can of worms when it comes to clues to the future models. Additional control lines and extra unused circuitry suggest the A600 we know today may well be expandable in ways not yet revealed by Commodore. Perhaps a plug in AA chipset?

In Europe, sales of the A500 - a machine which according to some sources is no longer being manufactured - have not been 100% replaced by the new A600. It appears buyers are having reservations in respect to the new model's lack of expandability. Whilst this may be true for the moment, there's no telling what may be possible using the credit card style expansion slot. However, one thing is for certain, a faster processor may not be added as easily as to the A500.

Regardless of what Commodore may do between now and whenever the long awaited next generation of Amigas arrive, other companies will continue to improve the existing range. I think they may well be taking the Amiga 2000 beyond anything likely to ship from the mother company this side of next Christmas.

GVP will soon ship their EGS board, a graphics enhancer which connects to the popular Combo card. For around US\$3000 you get a 24-bit graphic adaptor compatible with all applications which adhere to Commodore's graphics library usage. As an added bonus the same card can play 24-bit animation at a stunning 60 frames per second - even more than makers of *Terminator III* would ever need.

In the sound department, we will soon see the arrival of several new cards that provide 12 to 16-bit sound sampling and processing. Hopefully someone will address the requirements of Digital Audio Editing too.

What does all this mean for the average A500 owner? The Amiga will be around as a serious platform for a good time to come. Which also means the low end machines will enjoy filter down technology. However, the key to improved performance from day to day software will depend on the machine specification which becomes the common denominator amongst all Amiga owners.

So, although these third party add ons are very exciting, we still eagerly await the day when Commodore launches the next wave of Amiga technology on the unsuspecting computer world.

From what we know so far, they sound like truly awesome machines. There's good reason to believe they may be launched within the next few months. If that happens, this summer may see many new Amiga owners clicking away at three button mice on machines we've only dreamed of. □

Andrew Farrell

POWER YOUR AMIGA 500® BEYOND EVEN THE A3000!

GVP'S NEW A530-TURBO™ WITH 68EC030 CPU RUNNING AT A BLAZING 40MHZ!

Imagine running your software applications at 10 times the speed: your animations will play more smoothly, multitasking is more useful, your windows open and move more quickly and more...

Don't waste your hard earned money on a questionable and risky hard drive when you can own a GVP A500-HD8+ classic or New A530-TURBO. No matter what GVP solution you choose there is no doubt that you will be getting the fastest, most expandable and safest hard drive system you can buy for your A500!

Both the NEW A530 TURBO and A500-HD8+ are externally installed in a snap. It's simple, fast and worry free! And it doesn't void your warranty.

GET MORE FOR YOUR MONEY WITH GVP...

- ▶ Choose from a full range of factory tested hard disk drives up to 240MB.
- ▶ Speed increase is the key. Through GVP's custom chip and **FAAASTROM™** technology, once unreachable performance is achieved.
 - GVP Custom Integration ensures greatest possible performance and reliability
 - Direct and instant access to up to 8MB of 32-Bit RAM on A530 Turbo and standard 8MB on A500-HD8+ Classic.
- ▶ Expandability is a must. GVP does not close the door for future expansion needs. Insure your investment with a GVP Hard Drive Solution:
 - Supports up to 7 external SCSI devices for tape backup, CD ROM Drive etc.
 - Add up to 8MB of FAST RAM for the A500-HD8+ or 8MB of blazing 32-Bit Wide RAM for the A530-TURBO.
 - Run thousands of PC compatible software packages with the GVP A500 PC/286. This optional board incorporates state-of-the-art integration that opens a whole new

computing world. Simply plug the GVP PC/286 into our exclusive "mini-slot" and you are off and running PC programs!

- Optional socket for 68882 FPU in the New A530-TURBO to speed up rendering applications.
- ▶ Reliability and a company who stands behind their products is a given with any GVP product, and has made us the largest Amiga peripheral company in the world.
- Free dedicated universal power supply included with both the A500-HD8+ and A530-Turbo. Don't even think about straining your A500 power supply.
- Internal fan to ensure that your system stays cool.
- 2-yr limited Factory Warranty on both the A500-HD8+ and A530 Turbo.
- Game switch for the A500-HD8+ and Turbo switch for the A530-TURBO ensures full game compatibility.
- The best technical support team in the business.

* Requires Kickstart 1.3 or higher

REMEMBER: YOU ONLY WANT TO BUY ONE HARD DRIVE FOR YOUR A500. GVP MAKES SURE YOU DO IT RIGHT: CHOICE, SPEED, EXPENDABILITY AND RELIABILITY ARE BUILT IN... AND ONLY GVP GIVES YOU A FULL TWO-YEAR WARRANTY.

**FACTORY INSTALLED
& TESTED HARD DRIVE**
GVP
2-YEAR WARRANTY



**Free
Dedicated
Universal
Input
Power
Supply**

GVP

GREAT VALLEY PRODUCTS INC.



Distributed In **P O W E R**
Australia By **PERIPHERALS PTY LTD**

1st Floor, 257 Hawthorn Road, Caulfield North, 3161
Phone: (03) 532 8553 Fax: (03) 532 8556
Amiga is a registered trademark of Commodore-Amiga, Inc.

Education

We have had a very positive response to the new ADI range of educational software and I thought you would be interested in some more details. In Math there are two age groups, 11-12 and 12-13. The 11-12 covers the following topics:

Numbers, Mental Calculations, Shape and Space, Geometric Figures, Symmetry, Algebra and Statistics.

The 12-13 covers: Fractions, Transformations, Plane Figures, Proportions, Mental Calculations, Directed Numbers and Algebra.

Similarly with English there are the same two age groups and age group 11-12 covers:

Important Grammatical Principles, Spelling, Punctuation, Vocabulary, Word Patterns, Prefixes and Suffixes, Comparative Statements, English Comprehension and Word Quizzes.

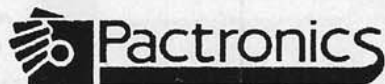
The 12-13 covers:

Spelling, Grammar, Words and Style, Vocabulary, Dictionaries, Using Words & Capital Letters, Punctuation, Proof Reading, Phrases and Comprehension Exercises.

Upgrades

Finally, for those of you who may be upgrading to the new A600, you will find in the box special offers from us to upgrade your Word Processor to *Wordworth*, your *Home Accounts* to *Home Accounts 2*, and there is other information in there as well. On the other hand, if you do want to upgrade your current word processor to *Wordworth*, please give us a call on (02) 748 4700. □

Pactronics Pty Ltd, 98 Carnarvon St, Silverwater, NSW (02) 748 4700



Ram Rumbles

Melbourne Commodore Computer Club Inc.

An update on the Melbourne Commodore Computer Club Inc. The correct address for correspondence is PO Box 177, Box Hill Vic, 3138. The current president is Rob Jackson. Meetings are on the second Wednesday of each month in the Courtyard Room, Nunawading Civic Centre, Whitehorse Road, Nunawading, at 7.30pm. The group supports C64/128 and Amiga. For more information contact Dorothy on (03) 725 0682.

Yarra Valley Commodore Users Group

The Yarra Valley Commodore & Amiga Users Group meets on the first Tuesday of every month at the Senior Citizens Club Rooms in Hardy St, Lilydale Vic at 8.00pm. The president is Barrie Vickers, and you can reach him on (03) 735 0638, or the secretary, Theo Hristakos, on (03) 735 5310.

Virtual Reality and Amigas

If you went to the Powerhouse museum in Sydney recently you may have been fortunate enough to beat back the kids and get a go on their Virtual Reality set-up. According to Robert Lang, who crushed several ankle-biters in his frenzy to virtualise, it is a full-on experience,

and not for those with dicky tickers.

The details of the actual set-up are vague but here's what is happening in the US (I quote from The Starship News Network, who are in turn quoting from Mondo magazine): "The core of the system is the EXPALITY(tm) (Experience Provider for Virtual Reality) computer, which uses a specially modified Amiga 3000 motherboard (sporting a 25MHz 68030 processor plus 68882 math coprocessor) to drive two parallel-pipeline TI 34020 graphics processors turbocharged with two 40MFLOP TI 34082 RISC math coprocessors, which create up to 30,000 independently shaded polygons a second at 30 frames per second on your visor's dual liquid-crystal color screens. Translation: realistic and real fast.

"Polhemus 3D sensors (one in your helmet and another in your 3D joystick or glove) indicate which direction you're looking and firing in and direct the quadraphonic digital sound tracking system. A 550MB CD-ROM and 100MB hard disk store the game's visuals, music, voice, sound effects, and virtual-world database.

"Up to 12 of these \$65,000 Virtuality stations can be connected together, linked by an Ethernet network. A 110-degree wide-angle visor is also in the works."

The inventor says that passive viewing is a thing of the past - virtual reality grabs you and makes you a participant.

AMUG Burwood Amiga User Group World of Commodore Results

If you attended World of Commodore and were wondering about the results of a certain competition, details of which we were not provided, here are the winners:

- 1st - 760 P. Johnson
- 2nd - 750 K. Resenberger
- 3rd - 703 T. Hainsworth
- 4th - 709 P. Ward
- 5th - 800 B. Brown

FOR THE AMIGA® 2000 SERIES

GVP **A**CCCELERATION:

THE TIME TESTED, USER-PROVEN, BEST SOLUTION

**NOW
SHIPPING 33Mhz**

**A2000
G-FORCE
040 COMBO**

Only the GVP Family of Combo Accelerators are Packed, Stacked and Backed with more of what you want Most!

Don't get stuck. Don't overpay. Don't buy half a solution. Don't take chances. When you're shopping for an accelerator, there is only one thing you should do...

Choose from GVP's family of G-FORCE 040 and 030-based Combo Accelerator boards.

WHY? Because only GVP:

- ▶ Has a proven 5 year history of the best product performance and support.

- ▶ Gives you the choice of state-of-the-art 68030 or 68040 CPU Power at blazing speeds of 25, 33, 40 or 50MHZ. No matter what your budget or speed requirements, GVP has the right solution for you.

- ▶ Provides unsurpassed multi-functionality through superior design integration giving ALL GVP accelerator users:

- On-board SCSI-II compatible DMA Hard Drive Controller
- Up to 16MB of high speed 32 Bit-Wide Memory expansion (up to 64MB with 16MB SIMMS available late 1992)
- Ability to transform your accelerator into the ultimate hardcard with GVP's new improved snap on Hard Disk mount kit
- On-board future expansion possibilities with the GVP exclusive 32-Bit expansion bus (including GVP's EGS 110/24). This feature alone literally obsoletes ALL other accelerator products.
- ▶ Backs ALL GVP accelerators with a full 2-year warranty and upgrade program.

Choose GVP's newest, fastest and feature filled accelerator... the A2000 G-FORCE040

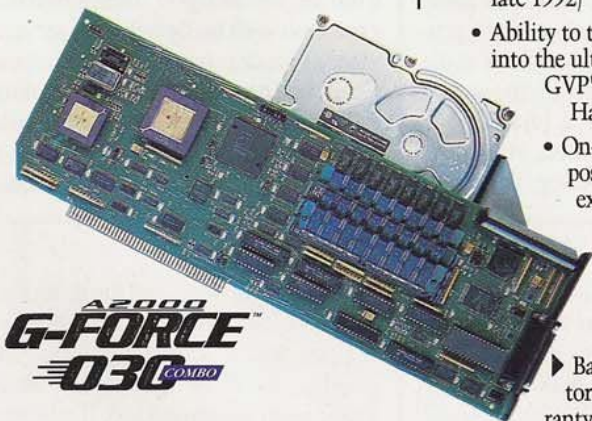
It's the fastest accelerator — bar none:

- ▶ 68040 CPU running at up to a blazing 33MHZ clockspeed, outperforms even high end workstations costing thousands more.

It's the most highly integrated — bar none:

- ▶ High performance onboard SCSI/SCSI II compatible hard drive controller.
- ▶ On-board serial port with speeds up to 625 Kbps and two 16 byte hardware buffers (1 read/ 1 write) to prevent data loss. Ideal for adding additional modems, printers etc.
- ▶ On-board user configurable parallel port for Amiga/PC compatibility.
- ▶ Future expansion via GVP's exclusive GVP compatible 32-Bit expansion bus.

**CALL YOUR GVP DEALER AND ORDER
A GVP G-FORCE 030 or G-FORCE 040 TODAY!**



**A2000
G-FORCE
030 COMBO**

GVP
GREAT VALLEY PRODUCTS INC.



Distributed In P O W E R
Australia By PERIPHERALS PTY LTD

1st Floor, 257 Hawthorn Road, Caulfield North, 3161
Phone: (03) 532 8553 Fax: (03) 532 8556
Amiga is a registered trademark of Commodore-Amiga, Inc.

NOTEPAD

Kickstart 3.0

Some developers have Commodore's new enhanced graphics chipset installed in their Amigas and are beta testing Kickstart 3.0. The new chipset offers 256 colour VGAish displays, which in itself, isn't exactly revolutionary. But think of this: Amiga Hold-And-Modify mode (HAM) works by modifying the currently available 16 colours into a palette of 4,096 shades; a little arithmetic quickly reveals that the new AA Chipset should produce 65,536 simultaneous shades. *ProWrite 3.2* actually supports 256-colour displays already. Check out our October issue for the full factual story on the next generation Amigas!

Progressive Fire!

Progressive Peripherals and Software in the USA burned to the ground recently. Almost an entire city block burned. It was in an old section of downtown Denver. From a helicopter aerial view (shown on TV) there's nothing left of any of the businesses in that block - everything is ash. PP&S said that they have another office in town and they hope to continue business operations.

DiskMaster II - V2.03

Several new features have been added to this popular directory utility. Besides upgrading printer support and replacing the long lost Print Dir command, *DiskMaster II* now offers new public screen host support, AutoKey commands, "Sort By" function and AutoModPlayer (for Tracker modules). Upgrade cost is \$10 (US) from any version of *DiskMaster II*, \$25 (US) from any version of *DiskMaster* prior to II. Locally, try Computermate (02) 457 8388.

CDTV Threat

Both Sega Genesis and Nintendo have announced availability of new CD-ROM

based entertainment systems, with Sega's sliding home at US\$299 and Nintendo's at US\$199 - undoubtedly LESS than Commodore pays to have CDTV built. While CDTV's CD-ROM offerings embrace reruns of Amiga titles backed by reference volumes, the batting lineup for these new guys include sluggers like Michael Jackson and, through the auspices of Sega's relationship with Sony, talent from Columbia Pictures.

In a related development, C-Cube Microsystems of Milpitas, CA, announced at CES immediate availability of CL450, the first ever single-chip MPEG (Moving Picture Experts Group) decoder. This chip is designed to function in consumer electronics products (such as CDTV, for which Commodore pledged future MPEG capability) and is predicted to push CD-based products to the 1 million units sold mark in 1993, with 35% growth per year predicted thereafter until 1996.

SMPTE '92 Exhibition

The Society of Motion Picture and Television Engineers 1992 conference and exhibition will be in Sydney 31st August to 3rd September at the Darling Harbour Convention Centre. For those involved in, or interested in, video production, this is a must-go. A look at the speaker line-ups seems to show that Kodak and Quantel have hijacked the conference - perhaps their strategists know something. However, there will

be a lot of good information covered. If you're interested write to ETA, PO Box 547, Manly 2095.

Print manager for Citizen printers

If you own a Citizen printer, then you should get the new specially made print enhancement utility. It was designed to get the most out of Citizen printers linked to Amigas. Ask your PD library or check back with your Amiga dealer.

CD-ROM file system

AsimCDFS brings ISO9600, High Sierra, and Macintosh HFS CD-ROM compatibility to the user. Included in the package are *AsimTunes*, an Intuition-based CD audio controller, and *FishMarket*, a CD-ROM full of the Fish disks. AsimCDFS can read virtually all CD-ROMs and a number of drives are supported and any SCSI controller conforming to Commodore's standards should work fine. RRP is US\$80. More information from: Asimware Innovations, 101 Country Club Drive, Hamilton, Ontario L8K 5W4, Canada.

The Answer Upgrades!

GSoft have made some significant updates to The Answer. The program now supports co-operation with *GPFax* and AutoHangup Detect (Bullet Proof!). The hardware has been modified to work from the joystick port for improved co-operation with badly behaved serial devices. Existing owners should contact GSoft and arrange for the return of their Answer if they would like this modification installed.

The software also supports lots of

Home Brewer's Disk

Beau Rice of Canberra has released a lengthy, and very practical, manual with all you ever need to know about making hooch at home. The disk includes all kinds of beer, all kinds of wine, fortified wine, brandies, and much more, along with other less inebriating concoctions

such as ginger beer. Just the thing for the home handyman who gets mildly legless, and it widens the scope of public domain (in this case shareware) somewhat too. If anyone else has useful material like this on disk, send it in! Check your local PD library for details.

#1-AND DRIVE-ING HARD TO STAY THAT WAY!

IMPACT
Series II

**Only GVP Factory Installed
A2000 HC8+ / SCSI Hard Disk + RAM
Boards have a track record this good
—over 20,000 satisfied Amiga®
users and now a 2-Year Warranty!**

Don't waste your valuable time or money
building a SCSI+RAM Controller from
parts...

Because of our unprecedented pricing
structure you can now get GVP's factory
installed A2000 HC8+ with drives from
52MB to 240MB at a very competitive price.

► GVP's A2000 HC8+ ...THE SAFEST CHOICE

Look for the GVP Factory Installed Drive
Seal... it's your assurance that your A2000
HC8+ drive has been installed and tested in
GVP's own factory...

And the 2 year limited warranty protects
you better *and longer* than any third party
installed drive. And with third party drives
you run the risk of a run around if anything
does go wrong.

► GVP's A2000 HC8+ ...NOW EVEN FASTER WITH FAAASTROM™ 4.5

All A2000 HC8+ have been redesigned
and equipped with GVP's newest fastest
SCSI Driver—FAAASTROM 4.5.

Plus, we've also doubled
Western Digital's SCSI
Controller clockspeed to
14Mhz—for a tremendous
increase in speed...

► GVP's A2000 HC8+ ...JUST LOOK AT THESE FEATURES

- Custom chip design for the fastest
possible data transfer rates and DMA
performance—even in a multi-tasking
environment.

★ Ask your dealer about Syquest 44MB or 80MB removable hard drives
for use with any GVP SCSI Controller.
Special factory-bundled configurations are now available.

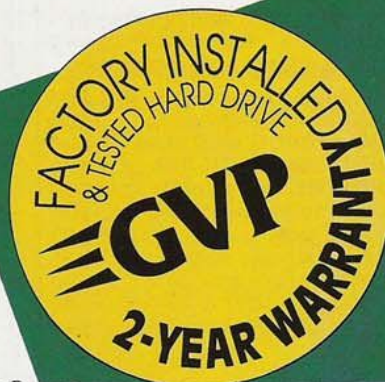


- Easy-to-Install SIMM memory modules
for configurations up to 8MB—and
support BridgeBoard users with the 6MB
FAST RAM.
- Support for virtually any SCSI device.
- Fastest and easiest SCSI installation
possible.

► GVP's A2000 HC8+ ...JUST LOOK FOR THE GVP FACTORY INSTALLED SEAL

Remember if the GVP Factory Installed seal
shown in this ad isn't on your A2000 HC8+
box... it isn't the fastest, most powerful,
longest warrantied, safest A2000 HC8+
you can buy.

Ask for and accept only GVP A2000 HC8+
with the Factory Installed seal. For more
information call 215-337-8770.



Up to 8MB
FAST RAM
Expansion

Factory Installed
3.5" Hard Disk
Drive

GVP Custom
VLSI Chip

GVP Factory
Installed Seal

GVP
GREAT VALLEY PRODUCTS INC.



Distributed In P O W E R
Australia By PERIPHERALS PTY LTD

1st Floor, 257 Hawthorn Road, Caulfield North, 3161
Phone: (03) 532 8553 Fax: (03) 532 8556
Amiga is a registered trademark of Commodore-Amiga, Inc.

PM DEVELOPMENTS

The AMIGA specialists - for the best advice and the best price!

Call Peter for any advice on your Amiga. What to add, what is available, what is the best performance and best value.

GVP Great Valley Products THE best peripherals by far!

See the full page ads in the first few pages of this mag for details on the many GVP peripherals available to enhance the power of your Amiga A500, A2000, A3000.

All GVP products have 2-year warranty and out-perform all other manufacturers equivalent products!!

All of the following hard drive systems can be fitted with up to 8 Mb of RAM also.

A500 HD8 52 Meg Hard Drive	\$875
A500 HD8 120Meg Hard Drive	\$1230
A530 HD8 68030 40MHz - 1 MB	\$1975
120 Mb Quantum HD - 4 Mb	\$2195
PC286 AT Emulator Card to suit the A500 HD8 expansion slot	\$550
A2000 HC8 52 Meg HardCard	\$750
A2000 HC8 80 Meg HardCard	\$800
A2000 HC8 120Meg HardCard	\$1050
A2000 HC8 240Meg HardCard	\$1540
A2000 GForce030-25MHz	\$1220
68030/68882/1 MB 32 bit RAM/Serial 2 SCSI	
A2000 GForce030-40MHz	\$1850
68030/68882/4 MB 32 bit RAM/Serial 2 SCSI	
A2000 GForce030-50MHz	\$2660
68030/68882/4 MB 32 bit RAM/Serial 2 SCSI	
A2000 GForce030-33MHz	\$3500
68030/68882/4 MB 32 bit RAM/Serial 2 SCSI	
A3000 GForce030-25MHz	\$3400
68030/68882/2 MB 32 bit RAM/Serial 2 SCSI	

RING FOR OTHER GVP PRODUCT PRICING

MORE AMIGA PRODUCTS

VXL-30 68030 25MHz Accelerator	\$530
VXL-22 2Mb 60ns RAM exp for above	\$575
A500 0.5 Mb exp ON/OFF switch + clock	\$65
A500 AXRAM 4.0Mb exp + 2MB RAM	\$310
A500 AXRAM 4.0Mb exp + 4MB RAM	\$450
A2000 SCSI controller only (HardCard)	\$110
ROCGEN PLUS genlock	\$370
ROCLITE Ext 3.5 superslim floppy drive	\$155
VDrive Ext 5.25 Ext floppy drive	\$210
MIDI interface IN/THRU/OUT	\$55
CITIZEN GSX-140 24-pin color printer	\$585
DCTV PAL	\$950
MEDIA-STATION	\$300
SCALA V2.0 MM200	\$425
PROFESSIONAL PAGE V3.00	\$235
POWERCOPY + Powerdevice V2.06c	\$80
The Ultimate Disk Backup Utility	

PUBLIC DOMAIN SOFTWARE

Wide Range - Demos, utilities, applications, Fred Fish, music, graphics
\$2.50 per disk - dispatched COD next day

RING FOR A FREE CATALOGUE DISK

1 / 1421 HIGH ST
MALVERN 3144
Phone (03) 822 5873 9am-7pm

other improvements including more Arexx commands, improved configuration options, execution of Arexx or script commands on phone answer and last number redial. For more information call GSoft on (08) 254 2261.

Wordworth/ Kindwords 3.0

It's not surprising that when The Disc Company wanted a new version of *KindWords*, they came to Digita the creators of *Wordworth*, Europe's favourite Amiga word processor. *KindWords 3.0* shares *Wordworth's* look and feel; they both use Digita's Human Interface Protocol, which enhances the Workbench desktop and makes the software intuitive and easy to use. It also means that if you know your way around *KindWords 3*, you'll know *Wordworth*.

Any *KindWords 3.0* user can trade-up to *Wordworth* for just A\$99 by sending the front page of their manual and payment direct to: Pactronics Upgrade Centre, 98 Carnarvon Street, Silverwater, NSW. Telephone (02) 748 4700, fax (02) 748 4604.

Digita Consolidates Partnership in Australia

After successful negotiations at the recent World of Commodore Show, Sydney, Digita International and Pactronics have re-affirmed their three year relationship. Pactronics will continue to exclusively distribute and support Digita in Australia, New Zealand and Tasmania.

All registered Digita users have access to local telephone support and backup from Pactronics. To further improve local support, Pactronics will be handling all Digita upgrades, through their Upgrade Centre. This will allow registered Digita users and users of similar products to get Digita software upgrades at a minimal cost.

KindWords 3 owners (or any alternative Amiga word processor) will be able to upgrade to *Wordworth v1.1* for A\$99 (plus p/p). *Home Accounts* owners (or any alternative Amiga accounts software) will be able to upgrade to *Home Accounts 2* for A\$79 (plus p/p). For further upgrade details users should

SCRAM Kitware

You can now make the Scram 500 yourself (for those who don't know, this is a RAM expander/SCSI interface for the A500), thanks to Norm Jackson's invention of the Kitware concept. He's put together a disk full of all the info you need to build it yourself, including schematics, all necessary instructions, etc. and the disk is available from Megadisc for the usual PD price.

You have to get the GALs (chips) from Norm, and you can also get the entire kit if you like for the prices below. This is the way to go for those who would like to save a bit of money and are tech-minded.

Costs involved are:

PCB & manual = \$29

Chipset = \$39

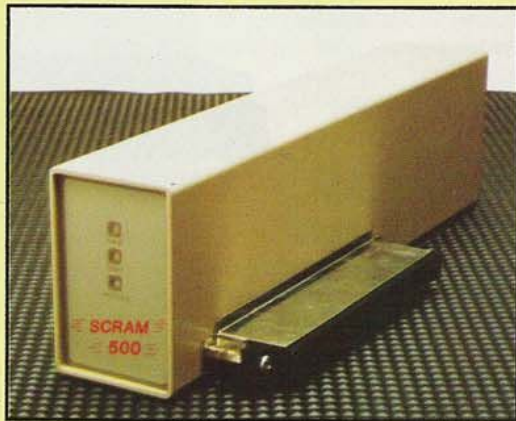
Extender card kit = \$19

SCSI controller chip = \$19

Case with fixtures = \$49.

There are two other options: all the above \$149 the complete kit, just soldering required \$179. Ask Megadisc on (02) 959 3692 for more information.

Scram 500



GVP Enters the **SOUND ZONE**

With the most powerful, comprehensive 8-bit Digital Sound Package to ever orchestrate an Amiga

Digital Sound Studio

The Affordable Answer to Your Audio Dreams

Record, Edit, Compose . . .

With a high-quality stereo sound sampler, A fast, powerful, easy-to-use sound editor, And a self-contained 4-track sequencer.

For all the sound effects and music you could ever imagine.

► **Record** sound samples from any source, including voices, noise, and pre-recorded instruments, to create your own instruments and effects.

► **Edit** sounds quickly in real time. Add effects like reverb and echo, run sounds backward, alter wave forms, cut and paste sound segments, create loops, eliminate pops and scratches.

► **Compose** easily using the DSS 4-track sequencer and your Amiga or MIDI keyboard. Draw from up to 32 instruments at a time, in up to four octaves with 8 different variable effects. Mix and modify sounds in real time as you compose, through direct interface with the sound editor.

DSS Stretches the outer limits of 8-bit sound

- Create your own 4-track, self-playing musical compositions.
- Make soundtracks for home video, animation or visual presentations complete with voice-over, sound effects and music.
- Analyze voice patterns and stereo separation.
- Analyze graphic equalization of real-time sound.
- Remove "pops" from old phonograph recordings.
- Create custom instruments and sound effects by collecting and/or modifying pre-recorded instruments, voice, or sounds from any source, and use them in your own compositions.
- Save your sound and music to disk or send it out via modem for replay on any Amiga.

Check out these unparalleled features

- ✓ AmigaDOS 2.0 compatible; written in assembly language.
- ✓ Multi-tasking operation.
- ✓ 68020 and 68030 compatible.
- ✓ Comprehensive tutorial manual helps even beginners get started right away.
- ✓ Intuition-based graphic interface makes operation easy.
- ✓ MIDI-in capability.
- ✓ Direct interface between sequencer and editor.
- ✓ Hold 32 sound samples in memory at once — all shown on screen so they are easy to manipulate.
- ✓ Effects and processing capabilities include echo, mix, filter, re-sample, sound data inversion, playing sounds backwards, loops, fade-in/fade-out and more.
- ✓ Manipulate sound samples in real time, as you listen.
- ✓ Create sampled instruments with 1, 3 and 8 octaves.
- ✓ HIFI recording for highest quality playback.
- ✓ Controls for faster/slower playback and filtering high frequencies during playback.
- ✓ Load and save samples, songs and instruments in multiple formats.
- ✓ Multiple effects for each note.
- ✓ Stereo and monophonic operation. Also convert mono to stereo or separate stereo.
- ✓ Auto-playing music modules.
- ✓ Real-time oscilloscope and spectrum analysis.
- ✓ Real-time reverberation.
- ✓ Graphic editing of wave forms through easy-to-use functions, including zoom in/out and precision controls for position, frequency and amplitude.
- ✓ Draw sound waves freehand using the mouse.
- ✓ Direct editing of individual sample numeric values.
- ✓ Maximum recording speed of 51,000 samples/second in stereo.
- ✓ Savable Preference settings.
- ✓ Saves in IFF, SONIX or RAW formats.
- ✓ Compatible with SoundTracker, NoiseTracker and SoundFX modules.



GVP
GREAT VALLEY PRODUCTS INC.

Distributed In P O W E R
Australia By PERIPHERALS PTY LTD

1st Floor, 257 Hawthorn Road, Caulfield North, 3161
Phone: (03) 532 8553 Fax: (03) 532 8556
Amiga is a registered trademark of Commodore-Amiga, Inc.

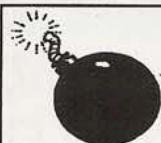


SEE MVB Computer Supplies

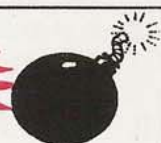
SPARE PARTS

Kickstart ROM V1.3.....	\$ 33.60
Kickstart ROM V2.04.....	\$ 61.50
1Mb Agnus.....	\$ 53.20
2Mb Agnus.....	\$ 76.00
Super Denise.....	\$ 55.75
AmigaDos V2.04 Upgrade.....	\$147.00
2-Way Kick Start Swap Board.....	\$ 39.00
3-Way Kick Start Swap Board.....	\$ 59.00
Analogue Joystick Adaptor.....	\$ 35.00

Installation extra !



EXPLOSIVE SPECIALS



Commodore CDTV, Including: Grolier.....	\$ 799-
Commodore A600	
Commodore A600HD.....	
Commodore A570 CD-ROM Drive suit A500.....	
Commodore A2000.....	
Commodore A2000HD.....	
Commodore A3000/52	
Vortex AT-Once Emulator A500/A2000	\$ 399-
GVP A2000 G-Force 030 40Mhz with 68882	\$1849-

BEST PRICES

ACCELERATORS

A500/A2000:

- * Microbotics VXL-30 25Mhz No Co-Processor..... \$ 599-
- * Microbotics VXL-30 25Mhz 68882 Co-Processor... \$ 749-
- * Microbotics VXL-30 2Mb 32Bit RAM expansion \$ 599-
- * Microbotics VXL-30 8Mb 32Bit RAM expansion ... \$1279-



GVP A530+ ACCELERATOR

- * Suit AMIGA 500
- * 1Mb/4Mb 32Bit RAM
- * 68030 40Mhz Processor
- * Choice of Hard Drive.
- * Optional 68882 Co-Pro

\$ CALL

A2000:

- * GVP G-Force 030 25Mhz with 68882 & 1Mb RAM \$1199
- * GVP G-Force 030 40Mhz with 68882 & 4Mb RAM \$1849
- * GVP G-Force 030 50Mhz with 68882 & 4Mb RAM \$ CALL
- * GVP G-Force 040 33Mhz \$ CALL
- * GVP A3000 G-Force 040 28Mhz With 2Mb RAM... \$ CALL



GREAT VALLEY PRODUCTS

Enhance your Amiga with GVP's Outstanding Quality & Performance

MVB Computers are the GVP Specialists !

Series II A500+ Hard Disk suit A500
Expandable to 8Mb RAM

52Mb Quantum	\$ 879-
120Mb Quantum	\$1299-

Series II A2000+ Hard Disk suit A2000
Expandable to 8Mb RAM

52Mb Quantum	\$ 749-
120Mb Quantum	\$1049-
240Mb Quantum	\$1549-
420Mb Quantum	\$ CALL

HARD DISKS

1" SCSI QUANTUMS
2 Year Warranty

52Mb Quantum
\$ 449 -

120Mb Quantum
\$ 699 -

240Mb Quantum
\$1249 -



AX2000

2Mb Chip RAM
for the A500/A2000

AUSTRALIAN
MADE

\$370-

NEWTek

INCORPORATED

NewTek Media Station

- ☆ Digi-View Gold
- ☆ Elan Performer
- ☆ Digi-Paint V3.0

\$269-

Ask
for Our
Price
List



REPAIRS
TO
AMIGA
&
C64
Computers

RAM EXPANSION

A500:

- 512k Ram / Clock Card \$ 59-
- Ax-RAM 2Mb Expansion \$135-
- Ax-RAM 4Mb Expansion \$185-

A2000:

- GVP Series II Hard Card
Expandable to 8Mb RAM
(No HARD DISK) \$349-

(Prices on Ax-RAM & GVP are 0k Fitted)

MEMORY

2Mb RAM Suit GVP A500	Hard Drives	\$130.00
2Mb RAM Suit GVP A2000	Hard Drives.....	\$130.00
4Mb 32Bit RAM Suit GVP 030 G-Force Cards.....		\$450.00
1/2Mb RAM suit Commodore A590/A2091 (A2000HD)		\$ 38.00
2Mb RAM suit Commodore A590/A2091 (A2000HD)		\$140.00



Why be kept in the Dark?

Let MVB shine light
on all your professional
AMIGA needs.

Unlike some places, MVB offer FULL after sales support & Honest Advice!

for all your AMIGA's NEEDS



* Star LC10II B&W	9pin Printer	\$315.00
* Star LC10CLColour	9pin Printer	\$389.00
* Star LC200 Colour	9pin Printer	\$449.00
* Star LC24-20 B&W	24pin Printer	\$519.00
* Star LC24-200 Colour	24pin Printer	\$679.00

**Includes FREE Printer Cable & Paper!*

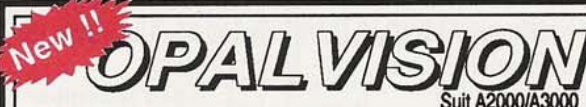


AMIGA 2000
KEYBOARDS
* NEW A2000 Replacement keyboards
Only \$99.00
We will not be beaten on A2000 Keyboards!

SOFTWARE

Ami-Back 2.0	\$ 95.00
Amiga Vision	\$ 99.00
AMOS	\$ 115.00
AMOS Compiler	\$ 66.95
AMOS 3D	\$ 84.95
Art Department PRO 2.1	\$ 289.00
Bars & Pipes Professional	\$ 349.00
Broadcast Titler 2	\$ 369.00
Broadcast Titler 2 Hi-Res	\$ 469.00
Can Do V1.6	\$ 149.00
Cross Dos 5	\$ CALL
Directory OPUS Professional	\$ 66.95
Doctor AMI	\$ 57.95
DPaint IV	\$ 175.00
Easy AMOS	\$ 94.95
Eclips	\$ 99.95
Excellence V3.0	\$ 185.00
Final Copy	\$ 99.95
HotLinks (For Pagestream)	\$ 104.95
Imagine V2.0 PAL	\$ 399.00
Mac to DOS	\$ 49.00
Maxiplan 4.0	\$ 189.00
Newtek Media Station	\$ 269.00
No Virus	\$ 47.95
Pagesetter 2	\$ 129.00
Pagestream V2.2	\$ 249.00
Pelican Press	\$ 95.00
Professional Calc	\$ 239.00
Professional Draw V3	\$ 195.00
Professional Page V3	\$ 245.00
Pro Write 3.2	\$ 104.95
SCALA 500	\$ 149.00
SCALA Multimedia	\$ 429.00
Superbase Pro V4.0	\$ 299.00
Super Jam	\$ 149.00
Video Director 2	\$ 239.00
Wordworth V1.1	\$ 269.00
Quarterback V5.0	\$ 84.95
X-Copy Professional	\$ 89.95

CALL FOR SOFTWARE NOT MENTIONED.



24Bit Graphics, 16.8 Million Colours

Includes:

- ☆ OPAL PAINT (24bit Paint Package)
- ☆ OPAL PRESENTS (24bit Presentation Package)
- ☆ OPALVISION HOTKEY
- ☆ King of Karate (24bit game!!!)

Call for a demo TODAY!



Commodore
A570 CD-DRIVE
Suit A500

CALL FOR LATEST
PRICES & AVAILABILITY

MODEMS

Maestro 2400XR	\$299.00
Maestro 2400ZXR	\$399.00
Maestro 9600XR*	\$399.00
Maestro 9600 V.32	\$599.00

* Maestro 9600XR 9600 fax only!
(Comes with Amiga GP-FAX S/Ware)

ROC-HARD A500 HARD - DISK 8MB RAM OPTION

ROC HARD IDE Controller	\$ 399-
ROC HARD SCSI Controller	\$ 439
ROC HARD 104MB IDE	\$ 949-
ROC HARD 52MB SCSI	\$ 779-
ROC HARD 120MB SCSI	\$1145-
ROC HARD 240MB SCSI	\$1689-

How To Order ??

- * Mail Order/ Phone Order
- * Visit our Showroom
- * We Accept:

Visa, B/Card, M/Card, Bank Chq.
Personal Chq (Allow 1 Week Clearance).
Money Orders.

Phone For Prices, Availability & Postage!



*Golden Image
Hand Scanners
400DPI B&W
With: Touch-up
Software.

\$359.00

*Golden Image
Optical Mouse.

\$79.00

MVB
Computer Supplies

"The AMIGA Specialists!"

LAY-BY AVAILABLE

506 Dorset Road,
Croydon, Victoria, 3136.

Ph: (03) 725 6255
Fax: (03) 725 6766

E & OE

Melway Ref. Page 51 A8

★ WE DON'T JUST SELL AMIGA'S WE USE THEM.
THIS DOCUMENT WAS PRODUCED ON AN AMIGA DESKTOP PUBLISHING SYSTEM!

* Prices Subject to change without Notice

ANNOUNCEMENT

DEJA VU

Software

is now available
from your favorite
Computer Store.

New titles include:

Puzzword, Skybase, Concert Box,
Fun To Learn, Magic Wasocs II,
Powertext, Peg A Picture.

Other titles include: -

Monster Island, Power Base,
Word Factory, Music Engine, Video Lab,
Big Top Fun, C.Y.A.D., Magic
Wassocks, Guess Who, Picture Hangman,
Music Box, Virus Buster, Paint Box,
Power Planner, T-Tecmaze,
Icon Bank Editor, Rocket Maths,
Magpipes Clip Art, C-Text (AMOS req),
Sprite X (AMOS req)

Colouring Book II, NCommand (AMOS)

The full list currently has 93 Titles.

Contact us or your local computer store
for details.

All titles packaged with full instructions \$14.00 RRP

Don't forget we have one of the largest
P.D. collections in Australia.

If we don't have it, we will get it.

- All disks 100% guaranteed.
(We will replace or refund)
- Owing to increased demand all P.D. disks
only \$4.00 each

All orders add \$2.00 p&p

Membership now available for the
"Australian division" of
the official U.K. AMOS club,

(not to be confused with the local AMOS club.)

Call (03) 725 3379 for details.

Deja Vu Software is available from:
MVB Computers 506 Dorset Rd. Croydon VIC.
Computerman 611 Beaufort St Mt. Lawley WA
TupSoft 56 Shanke Cres. Kings Langley NSW

ALLEN
COMPUTER SUPPLIES

Call for the Dealer
nearest you.

where you will get
more for your dollar!

Call (03) 725 3379

Fax (03) 723 1780

432 Dorset Road,
Croydon Vic. 3136

Latest 3 Disk PD
Catalogue
\$6.00



contact the Pactronics Upgrade Centre,
98 Carnarvon St, Silverwater, NSW.
Phone (02) 748 4700, fax (02) 748 4604.

REXX Plus Compiler

We all know now that ARexx comes
bundled with WB2, and more or less
replaces BASIC as the resident lan-
guage. The Dineen Edwards Group has
created a compiler for REXX, which
gives you:

1. Faster execution (2 to 15 times
faster)
2. Transparent interface to the user
3. Portable programs

Seems like a good idea, but I don't
know how good it is in practice. Anyone
want to do a review? RRP is US\$150.
More info from: Dineen Edwards Group,
19875 W 12 Mile Rd, Suite 305,
Southfield, MI 48076-2553.

Sunrise Digital Audio Card

The AD1012 is now shipping with
Studio 16 editing software - the built-in
SMPTE time code reader allows syn-
chronization of digital audio to
videotape. It can record, edit, and play
back four tracks, and the editing soft-
ware supports cut, copy, paste and an
SMPTE cue list. The hardware plugs
into an A2000/3000 and records 12 bits
of resolution at sampling rates up to
100,000 per sec. RRP is US\$595 from:
Sunrise Industries, 2959 S. Winchester

Bldv, Suite 204, Campbell, CA 95008
USA. Local resellers include the Hard
Disk Cafe and Impact Camera House,
both in Sydney.

Cosmic Character Crash Lands Into Educational Software

Home study will never be the same
again following the launch of ADI for
11 to 14 year olds, from the makers of
the Fun School range. This captivating
character entertains and delights chil-
dren with a range of sophisticated edu-
cational programs, endearing himself
to them with his lovable personality.

Maths, English and French are taught
with the assistance of this knowledg-
able extra terrestrial who guides, helps
and tutors the student through each
progressive subject. ADI uses his many
facial expressions to interact with stu-
dents, checking their performance at
regular intervals, whistling at their
progress and going to sleep when
bored! He tells jokes to keep them
amused, and helps them play games for
recreation and reward. *ADI Maths 11*,
ADI Maths 12, *ADI English 11* and *ADI*
English 12 will be released in June for
the Amiga. Maths and English for 13
and 14 year olds, and French for 11 to 14
year olds will follow by the autumn. For
more information call Pactronics on
(02) 748 4700.

New raytracing software

Kaotic Concepts is distributing
RayDance, a powerful new 3D
raytracing/rendering package.

RayDance features a powerful high
level script language, allowing preci-
sion control over object placement
and movement. Advanced features
include built-in fractal trees and land-
scapes, 3D Mandelbrot mountains,
bump and texture wrapping, haze and
soft shadows, lathing and extrusion,
tweening of shapes, surfaces, col-
ours, bumpmaps and object positions.

It supports 24 bit output (IFF24,
RAW, PPM), and can import ob-
jects from *VideoScape/Modeller 3d*.
Rendering of scientific or engineer-
ing scenes is facilitated by large
selections of maths functions and
data types. In addition to a compre-
hensive manual, over 40 sample
scripts are provided, including tex-
tures, bump maps and objects.

RayDance is distributed by Kaotic
Concepts (03) 879 7098, fax (03)
899 5383. RRP is \$149.00.

A500 Memory Expansion

1/2 Meg

- with real time clock



\$59

2 Meg

- gives your A500 2.5 MB in total

- memory test software included

Fully populated

\$219

4 Meg

- gives your A500 a total of 4.5 MB

- memory test software included.

Fully populated

\$419

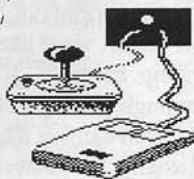
Populated to 2MB

\$249

Pyramid Automatic Mouse Master

\$59

- plugs into your mouse port and lets you keep both your mouse and joystick connected to your mouse port;
- no more fiddling at the back of your Amiga!
- automatically senses whether you are using the joystick or the mouse and switches accordingly;
- no more moving parts;
- no more mouse arguments!



PHOENIX PRODUCTS

A1000 Motherboard 1MB Chip RAM \$895

A1000 Motherboard 2MB Chip RAM \$1095

EDUCATIONAL SOFTWARE

Audio Gallery Talking Picture

Dictionaries:

German, French, Spanish \$119

Japanese, Chinese, Russian \$159

Demo Disk \$5

UTILITY SOFTWARE

TurboPrint Pro \$149

Contact \$65

Directory Opus \$69

IBM EMULATORS

KCS Power PC Board \$475

KCS Power PC Board + Dr DOS 5 \$535

KCS Adaptor Card for A2000/A3000 \$185

RayDance

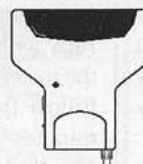
Powerful new 3D Raytracing / Rendering Package

\$149

- Built in fractal trees and terrain
 - 3D Mandelbrot mountains
 - True bump and texture mapping
 - 24 bit output (IFF24, RAW, PPM)
 - Tweening of shapes, surfaces, colours, bumpmaps and object positions
 - Hierarchical object positioning
 - Haze and soft shadows
 - Lathing and extrusion
 - Virtual object replication for scenes with millions of polygons
 - Import VideoScape/Modler3D objects
 - Over 40 sample scripts included with textures, bumpmaps and objects
 - HAM mode preview screen
 - Gradient colours
- Full featured high level script language allows precise control of object placement and movement.

Pyramid Hand Scanner \$320

- 400 DPI scanning resolution;
- interface includes pass-thru for printer: no need to mess around with connectors to get a printout;
- software supports scanning at 400, 300, 200 or 100 DPI;
- full greyscale conversion;
- full, half or quarter width scanning;
- IFF load/save etc.



MIDI interface \$59

- use your Amiga with MIDI keyboards etc;
- plugs into serial port;
- 1 MIDI in, 2 MIDI out, 2 MIDI thru;
- serial thru-port: no need to disconnect your Modem or other serial devices.

Action Replay

MkIII A500

Call

MkIII A2000

Call

C64 Products

Mouse (2 button) \$29

KCS Power Cartridge \$49

Mouse plus OCP Advanced Art Studio \$135

MIDI interface plus \$154

Advanced Music System

Datalux - allows 3 cartridges to plug into your 64, switch between them instead of unplugging \$95

Centronics Printer Interface \$125

connect your 64 to full-size Centronics parallel printers

Action Replay Mk VI \$135

AUDIO/MUSIC

Technosound Turbo

Sound Enhancer

Audio Engineer

(software only)

Audio Engineer Junior

Audio Engineer Plus

VIDEO PRODUCTS

RocGen Plus

Digi Fixer

Video Breakout Box

Flicker Free Video

DCTV 24 Bit Graphics

Video Digitizer II

MICE

Optical Mouse

Beetle Mouse

Swift Mouse

Pan Mouse

DISK DRIVES

3.5" Ultraslim External

5.25" External

3.5" A2000 Internal

Boot Selector

GVP Products

A500

A500HD8+ Series II with 52 MB Q \$895

A500HD8+ Series II with 120 MB Q \$1250

A2000

A2000HC8+ Series II with 52 MB Q \$750

A2000HC8+ Series II with 120 MB Q \$1050

A2000/A300 Accelerators \$call

Quantum Hard Drives (Bare)

52 MB SCSI \$450

105 MB SCSI \$650

52 MB IDE \$420

120 MB IDE \$695

A500 Internal Hard Drive

ICD interface plus 52 MB \$649

Quantum hard drive

VXL30 Accelerator

25 MHz, 68881 \$call

MISCELLANEOUS

COMMS Starter Pack \$299

A/B Data Switch \$29

Graphics Tablet \$call

Joystick Adaptor \$35

Kickstart Swap Board \$59

MAIL ORDERS:

Kaotic Concepts Pty I
GPO BOX 2150 T
Melbourne 3001

Cheques/Money or payable to "Kaotic Concepts Pty Ltd". Please add \$3.50 postage, \$5 certified mail, or \$10 courier.

PHONE/FAX ORDERS:

Tel: (03) 879 7098
Fax: (03) 899 5383

Please quote your credit card number, card type and expiry date.

Trade enquiries welcome.

E & OE



Kaotic
Koncepts

Pty. Ltd.

GP-Fax

Just the Fax, Ma'am!

Paperless office? Never! How about a paperless fax? Andrew Farrell examines a top quality home grown product offering the performance of an expensive fax machine for a fraction of the price.

For a long time I had been frustrated by the need to print out a document, only to fax it and throw the printed page away. This was clearly a serious waste of paper, time and effort. Enter the fax modem - a modem able to send and receive faxes as well as regular computer files. Cheaper than a real fax, and when it comes to sending pages of information, you don't have to waste resources printing out documents.

Amigans have had to wait some time for good software to arrive. However, we now have a choice of several titles, the best of which is without doubt *GP-Fax*. If you buy a fax modem for your Amiga in Australia, chances are you'll find *GP-Fax* bundled inside the box. I tested the software with the Maestro 9600XR.

If you own a laser printer, you can virtually forget about ever having to buy a normal fax machine. If not, you'll need a bit of patience when it comes to printing out faxes, but otherwise it's a truly slick package. Interestingly, the software we now enjoy on the Amiga runs large circles around that available for other computers. As usual, Amiga always does it better in the end.

Up and running

Plug your modem into the phone socket

and Amiga serial port and place it carefully within sight of your machine. Run the install program on the *GP-Fax* disk, follow the prompts, and within a few minutes you're ready to send your first fax. Your system will now have a new font and a special printer driver.

Run your favourite wordprocessor or desktop publishing software and design your fax. Run *GP-Fax* and choose the print option, which intercepts anything headed to the printer and turns it into a fax file. Return to your chosen program,

print to dot matrix and pop back to *GP-Fax*.

Your document is now ready to send. Select an entry from the phone book, set up your cover sheet, complete with company logo and your signature if required. Now you're ready to transmit. Like any good fax machine, a log may be recorded.

One big benefit of computer transmitted faxes is the quality at which they pop out the other end. The text is straight, readable and everything is neat and tidy. There's no chance of your document getting screwed up as your fax machine scans the page, because there is no page! Everyone who received a fax from me later commented on how good it looked. In my desktop publishing business it has proved invaluable for sending proofs.

Keeping track of your fax

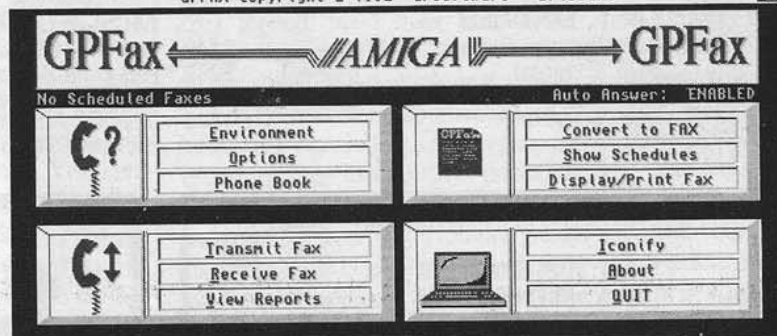
From the log you can easily locate faxes you've received or sent, and view them on screen or print out a hard copy.

The on screen view likes plenty of spare chip memory. If you don't have enough, *GP-Fax* creates small strips so you can see a bit at a time. I find many faxes need never be printed out. The ones I really need I can print later on.

Smart features

Using AREXX, *GP-Fax* is able to hand control over to a terminal program like NCOMM or any good BBS software, and will auto-detect between fax and data calls. So you can now use one phone line for both fax, BBS and with a little help from *The Answer* from GSoft, voice! If you add up the possible savings in answering machine, fax, extra phone lines and a fax switch, buying *GP-Fax* with a fax modem along with *The Answer* looks very attractive. It's certainly

GPFX Copyright © 1992 GPS Software - Brisbane



an ideal product for the home office.

Like top of the line fax machines, *GP-Fax* offers scheduled transmission, so you can save money on STD rates and only transmit long distance faxes at night or after hours.

The software can also be set to accept faxes only from certain callers. When transmitting a fax, you can send it to a phone book group (each entry can be assigned a group name), or simply select multiple phone numbers to have the fax sent. In the real fax world this is known as broadcasting. It's a real time saver, however it also makes it easy for people to send junk faxes to hundreds of potential customers.

File handling

Apart from turning documents on the way to the printer into faxes, *GP-*



Fax will also convert ASCII or IFF files into faxes and faxes into IFF files. Incoming and outgoing faxes are stored in standard CBM Fax format. This makes on sending faxes simple, and down the track other programs might turn up which can process fax files. For example, Migraph's OCR software, expected real soon now, will convert an IFF file into text - theoretically it could be made to load a fax file directly.

Conclusions

GP-Fax is a great package. The designers have covered virtually every wish of the would-be-fax-user. Without a laser printer, printing out faxes can be rather tedious. Print outs are reasonably clear, however on some calls it wasn't uncommon to have a few black lines kludging up the works.

Throw in a postscript laser printer and a public domain preferences postscript driver, and you can get rid of your old clunker altogether. Anyone want to buy a Canon Fax-710?

For more information, check inside the box of the fax modem you've had your eye on, or call GP-Software on (07) 366 1402.

GP-Fax is available separately for \$159.00. The Maestro fax modem sells for \$399 with *GP-Fax*.

Computa Magic Pty. Ltd.

44 PASCOE VALE ROAD, MOONEE PONDS. 3039
PHONE 03 326-Q133 FAX 03 370-8352

Mighty August Software Sale Up to 30% off RRP on Amiga software

~~TOP~~ BOTTOM PRICES ON
PRODUCTIVITY
SOFTWARE.

SOME ARE SO LOW WE ARE AFRAID
TO PRINT THEM, BUT HERE ARE
SOME SAMPLES

QUARTERBACK 5.0 \$89.95
PRO PAGE 3 \$249.00
PROWRITE 3.2 \$104.95
FINAL COPY \$109.00
MEDIA STATION \$269.00
PLUS LOTS MORE • E & O E

**WE HAVE DECIDED IF YOU
CAN'T BEAT'EM, TRY AGAIN**

AMIGA A2000 LESS THAN \$1000
AMIGA A2000HD LESS THAN \$1350
A3000 / 25 - 50M LESS THAN \$3000

SCHOOLS HAPPILY SERVICED

PRICES SUBJECT TO CHANGE
WITHOUT NOTICE

Maxiplan 4.0

George Kimpton examines a contender for king of spreadsheet land - the latest upgrade to Maxiplan, which has re-surfaced with a Workbench 2.0 compatible upgrade.

Since the advent of Workbench 2.0 various versions of *Maxiplan* have been floating around, including 2.0 and 3.5. For this reason The Disk Company decided to jump to 4.09 with the latest upgrade, in order to avoid confusion.

Some months back an interim fix arrived, version 2.7, which it was hoped would fix the problems with Workbench 2.0 compatibility. Unfortunately 2.7 still had some bugs. One of the most annoying was the disappearance of complete rows of figures to the right of the column being worked on.

Improvements

The latest official upgrade includes many new features along with a partially rewritten handbook. Version 4.09 is compatible with both WB 1.3 and 2.0 and it has an improved file requester using the public domain ReqLibrary. Hard disk users should install this library file in the libs directory.

Logarithmic scales are provided for line, bar and XY charts and an interpolation line is also available. There are new Gantt and Word Chart styles (Word Charts can be mixed with other charts for desktop presentations) and you now have better control of the printed output of charts. Arbitrary text in charts using any standard Amiga font is supported.

There are three new operating modes; Outline, Dataview and 16 colour. Outline mode allows you to hide selected details from view. Dataview enables you to enter data using a database style interface.

You can create up to 50 charts per worksheet and through a default worksheet customise your new

worksheets, thus saving a lot of time when starting a new worksheet. There's no need to go through the routine of setting column sizes and attributes every time.

Defaults such as number of colours, resolution and whether to work in scientific notation can be set from the Tooltypes menu on Workbench. It is also possible to open Preferences from within *Maxiplan*.

User-defined page breaks are now available to allow better formatting of the printed output and printer preferences are now saved to the worksheets. There is also a Print Preview option to give you an idea of what the finished printout will look like.

The "D" menu has been extended to

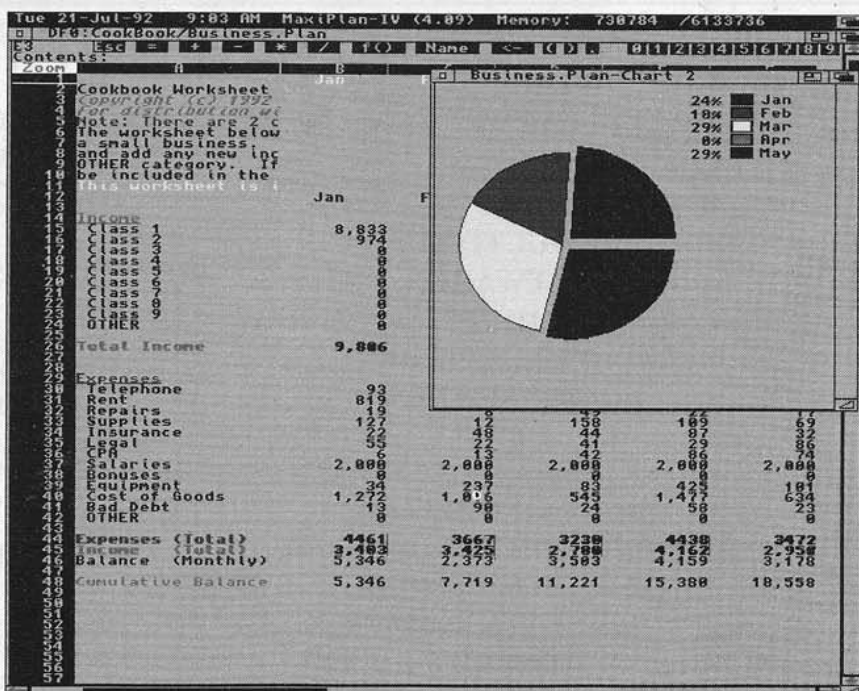
include an accessories section in which new tools will become available. Currently the only new accessory is a calculator. AREXX support provides macros, making programming of the internal operations more powerful.

As I mentioned earlier the handbook has been partially re-written but could do with more tutorials for the beginner. The book is soft cover and perfect bound rather than the more useful spiral or ring binder forms which are easier to use.

A date problem

One feature still missing is an easy way to enter columns of dates. As long as I have used *Maxiplan*, entering dates has been an awkward fact of life. One would expect that the date format could be set for a column the same way as say currency - just range the column and select date from the format menu.

This treatment seems to work for everything but dates. Try as I might I only succeed in entering about three dates correctly in the form DD-MMM-YY as specified in the format sub menu when, for no apparent reason, the entered date will default to 1-Jan-78 and



Next step is to then modify this default date to the required date when necessary for each new entry. Failure to use this method of entry also stops you using activities which need a date for manipulation of data, for example, sorting by date.

Maxiplan will work on any Amiga with Workbench 1.3 or 2.0. It needs one megabyte of memory, although more is recommended, particularly for large spreadsheets. It will work on one floppy

Installation on your hard disk is easily carried out by dragging the *Maxiplan* drawer into the appropriate partition and making a simple assign in your start-up sequence. If you wish to use the special print preview function it is also necessary to operate the copyfonts utility on the data disk.

I have looked at a number of different spreadsheet programs since the advent of the Amiga and I always find myself coming back to *Maxiplan* because it is basically easy to use and does all that I need. It is a good flexible spreadsheet with a strong range of charts and a database which can contain mail-

As I said earlier *Maxiplan* is my choice of spreadsheets for a small business or home accounts. I use it exclusively for my account keeping and tax records. This new version is very flexible and easy to use with the one exception of the date format mentioned above.

(Watch for a comparison of *Professional Calc* and *Maxiplan 4.0* soon.)



The BLIZZARD BOARD

- In 14MHz operation and with at least 1Mb FAST RAM installed, an average 100% performance increase is obtained.
- 68000 CPU or 14 MHz.
- Switchable between 7 and 14 MHz operation modes by software or hardware.
- Full DMA compatible memory.
- Fully autoconfiguring memory.
- Switchable FAST RAM enable or disable option.

A. Blizzard Board 0k.....\$399
B. Blizzard & Shadow.....\$450
C. Blizzard, Shadow & 1Mb....\$550
A1000/Phoenix Board Adaptor.....\$35

BLIZZARD

TURBO MEMORY BOARD

SOLE DISTRIBUTOR

☐ CONFIGURATION A,B OR C ☐ + Adaptor for A1000/Phoenix Board (Tick Box)

+ \$15 P&P (Australia)

[illegible]

EXPIRY DATE: / / AMOUNT\$

SIGNED:

SEND OR FAX: PHOENIX Microtechnologies Pty Ltd 18 Hampton Rd. Keswick, South Australia 5035

More than

3,000,000

Amigas Worldwide!

The world's best loved computer

When Amiga Annual was released early last year, it was reported that 2 million Amigas had been sold worldwide since its inception a few years before. It took just on 12 months for an additional one million.

Amiga has simply taken off!

This is good news, not just for Commodore. As a result of an ever expanding user base, more developers in both software and hardware see that Amiga is here to stay and therefore commit to provide better software and hardware to the benefit of Amiga and all users.

Amiga graphics and multitasking capabilities are just part of the reason for this growth. The real reason is that it is the easiest and most adaptable Computer around. Amiga has found its way into just about all areas of human applications, research, education, science, video, music, animation, business, desktop publishing, art etc etc. The list goes on.

Amiga has whetted our appetite for creative expression and it shows in numbers that are enviable to the competition.

What other computer could better this?

Perhaps the next Amiga now on the drawing boards of todays Amigas?!

The Future *is* Amiga.



Commodore
AMIGA

Are you ready for Workbench 2.0?

Coming soon for your
AMIGA



Part No. 590204-03

RRP \$149.95

AS 214 V2.0 Enhancer Software and ROM

(Installation recommended by authorised service agent at additional cost)

This major upgrade is the result of intensive efforts by Commodore to bring the Amiga operating system to a new level of functionality. WB 2.0 offers profound improvements in stability and flexibility while retaining the combination of power and ease of use that are the hallmark of Amiga.

Demand for WB 2.0 will be very high as most Amiga owners, following in the WB 1.2 to WB 1.3 upgrade tradition, are now looking forward to WB 2.0. In Australia and NZ there are over 200,000 Amigas. Place your order now to avoid lengthy delays and enjoy the transformation of Amiga soon!



Commodore
AMIGA

Over 3,000,000 Amigas sold Worldwide

GVP's Impact Series II Hard Card + RAM

Recognised world wide as king of the Amiga peripheral market, with engineers snatched up from the hallways of Commodore's own development department, GVP stands tall as producer of the sleekest of add-ons. Daniel Rutter reviews their popular Impact Hard Card.

There are lots of RAM expansion cards out there. There are, likewise, plenty of SCSI controllers. There are also some that combine the two, with varying degrees of success. But only one bears the name (drum roll) GVP, which Amiga users have come to associate with bulletproof, well designed hardware which, while not the cheapest, is well worth the bucks.

The GVP Impact Series II A2000-HC+8 is big brother to the highly successful A500 peripheral. It comes in four base configurations - you can buy it without a drive, or opt for a factory installed Quantum 52Q, 105Q or 200, with capacities of 50, 100 and 191Mb respectively. Quantum number their drives according to the number of millions of bytes, not the number of megabytes (1 megabyte is 1,048,576 bytes).

On top of this base configuration can be added RAM in increments of 2Mb, up to a maximum of 8Mb. The board uses 100 nanosecond or faster 1Mx8 SIMMs (Single Inline Memory Modules), giving one megabyte of storage per SIMM. While SIMMs are not the cheapest RAM format they are simpler to install and less bulky than other types, and have become the de facto standard. SIMMs are certainly way ahead of traditional DIP (Dual Inline Package) RAMs such as make up the stock RAM in your 500 or 2000!

Performance

The biggest selling point of the GVP board is the blistering speed of its SCSI

controller - few others come close. We ran a fast comparison between the GVP on a elderly 1MB chip MC68000 A2000, using a new Quantum 239Mb drive, and an A3000 with a 220Mb Fujitsu. File reads and writes, tested with DiskSpeed 4.2, were on average a third faster on the GVP, right down the line.

GVP attribute this speed to their FAAASTROM 4.0 SCSI driver, coupled with a clock speed doubled to 14MHz; users of older GVP controllers can upgrade to the new ROMs.

Installation

Installation could safely be described as a doddle - off with the cover, plonk the card in one of five slots (taking into

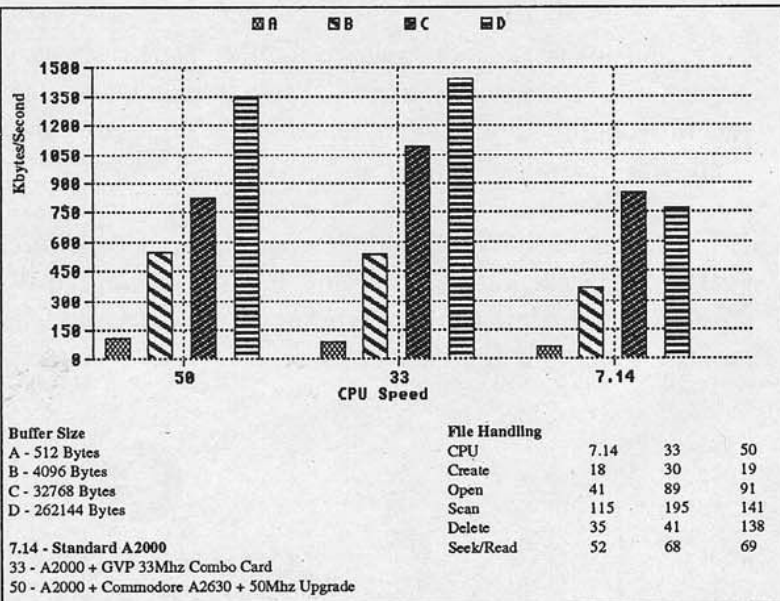
account that the board with drive is considerably thicker than normal), screw down the end and plug in the little light. If you need to install your own drive, it's not much harder - line it up, screw it in and connect the connectors. RAM installation is just as simple, and everything is covered in the comprehensive 35 page manual. The included GVP FAAASTPREP disk takes care of formatting, partitioning and all the other basic get-it-up-and-running procedures.

Once you've installed the board, the standard SCSI D connector at the back will be available should you wish to connect any external SCSI devices - such as a Syquest removable hard drive, tape backup, or CD-ROM - up to seven more devices can be hooked up.

If your budget doesn't stretch to the full A2000-HC+8, or if you already have a RAM expander in your 2000, you can buy the cheaper A2000-HC, which is just the same thing but without the space for RAM.

Best Points: "All in one" design leaves four slots free, and saves hassle when you decide to expand. It's blisteringly quick. Very reliable. Easy installation.

Worst Points: Not many, really - the RAM's not the cheapest, neither indeed is the card itself, but you most certainly get what you pay for. Dissatisfied GVP users are hard to find.





DON QUIXOTE SOFTWARE

The **AMIGA** and **CDTV** Specialists

The Conniosseur

Fine Art Collection

- Over 500 Pieces of Fine Art and Sculpture
- Over 100 Famous Artists
- Covers 9 Periods of Art
- 10 Pieces of classical Music to Set the Scene
- Full On-screen Information

\$239.95
Disk Format

\$139.95
CDTV Format

THE DELUXE WORK CENTRE

FOR THE **AMIGA A500**

FULL METAL CONSTRUCTION

Comes with:

- Dust cover
- Mouse keeper
- Mouse mat
- Joystick and mouse leads



\$119.95

AS ADVERTISED IN U.K. MAGAZINES
now produced in AUSTRALIA

Pollysoft

LICENCEWARE

Don't waste your time and money on over priced software when you can buy the same quality for a BUDGET PRICE

Space Blob	fast platform game
The Matrix	tile moving mania
QBoid	tetris shoot'em up
Spectrum	breakout game
Sub Culture	silkworm style
Dimension X	Tron cycle fun
Crystal Caverns	caves of adv.

CLD LICENCEWARE

Dinosaurs	Willy's Water Works
Geology	Dragon Tiles
Video Titles	Motor Dual
Fish Index	Trucking on II
Typing Tutor	Acord

\$10.00 per program
SUPPORT THE PROGRAMMERS

BACK TO BASICS

Multiplication Division Tables Test
Subtraction Addition Say n' Spell
Six Essential Skills in the one Package

Ages 7-14



\$55.95

Get ESSENTIAL skills in one package!

Rosters

ROSTER PROVIDES:

- A Spreadsheet style grid on which to work
- The ability to have Multiple rosters within one roster
- The availability of macros
- Amiga DOS Version 1.3 and 2.0 compatability
- An 'easy to use' user interface
- The advantage of being written in 100% Assembler

ENABLING YOU TO:

- Cater for part-time and full-time staff
- Allow for holidays
- Record the amount of work rostered to each person
- Output to a printer or file (for greater flexibility)

ONE OF THE MOST PROFESSIONAL PROGRAMS FOR THE AMIGA
NICK WILSON SOFTWARE

FRACTAL UNIVERSE

CREATE YOUR OWN FRACTALS
VIEW IMAGES NEVER SEEN BEFORE

EXPERIENCE THE MANDALBROT
JOURNEY

UNDERSTAND THE HISTORY OF
FRACTALS AND COMPLEX
MATHEMATICAL FORMULAE
TO CREATE THEM

CDTV

MULTIMEDIA

CDPD COLLECTION
ALSO HITS AUSTRALIA

MAVERICK

MAKE YOUR FAVORITE
PROGRAM HARD DRIVE
INSTALLABLE

THIS IS THE ULTIMATE
IN COPIERS

YOU'VE WASTED YOUR
TIME WITH THE REST
NOW TRY THE BEST

\$55

THSD PROGRAMS ADVANTAGES ARE TOO NUMEROUS TO LIST

DATEC

ACTION REPLAY MODULE
\$156

AMIGA TABLET
\$389

AMIGA SCANNER
\$347

SYNCHRO EXPRESS
\$90

AMIGA, C64, PC, ATARI
AND MANY MORE

ALSO WE DISTRIBUTE THE WELL KNOWN
AMIGANUTS LICENCEWARE

DON QUIXOTE SOFTWARE & ON:LINE GRAFIX P.O. BOX 786 TWIMBA, QLD. AUST. 4350 PH/FAX 076 331 561
DEALER ENQUIRIES WELCOME ON ALL PRODUCTS ADVERTISED © 1992, 93

Stop Frame Animation

Smooth, Fast and Full 24 Bit

by Andrew Farrell and George Kimpton

Amiga animation is certainly a wonderful solution when you're on a budget. However, real time play back normally means you have to put up with a few jerks. If you're after top quality results, with the option of full 24-bit, there is a locally produced solution which is a real performer for stop frame animation.

Render a full overscan animation in interlaced HAM mode and you'll quickly discover two major problems. You can't play it back fast enough, and chances are if it's very big, you won't have enough memory anyway. Furthermore, a lot of people are turning to 24-bit for true TV quality images. There's no way to play 24-bit animation back in real time, so the only way to see the end result is to record each frame one at a time.

Commercial Productions of Australia have developed a software package, called *The Amiga Stop Frame Controller*, which controls high end video tape recorders, making the whole process of loading, displaying, and recording Amiga animation (24 bit or normal IFF) a frame at a time, a fully automated task. As a spin-off, the stop frame control software has applications in recording time exposures, or controlling your edit suite. CPA have plans to de-

velop full edit control software in the future.

Operation

Any recorder capable of remote control through a 9 pin serial port can be used. The program is modular, making future upgrades simple. Either the mouse or hot keys may be used to control operation.

The Stop Frame Controller has assorted utility functions including stripping a tape with time code, reviewing tapes and data extraction for future editing sessions. You can also print out Edit Decision Lists and other data for your records.

You can choose to insert or assemble

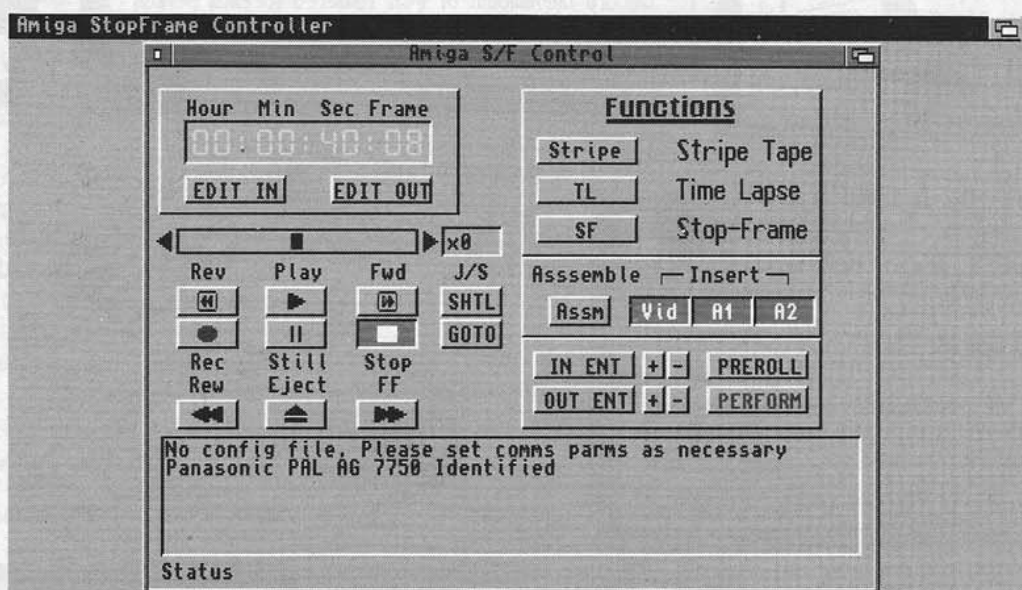
edit and time lapse or stop frame edit as you wish from the main control panel. The jog speed is adjustable through a slider and the pre-roll time can also be altered. Control of two audio inputs and editing down to exact frame sound synchronizing is another money saving advantage.

It is possible to drop a frame to tape about every fifteen seconds, depending on file size. This means a high quality 30 second commercial of around 750 frames could be completed in just under three hours which is comparable with a very expensive high end machines.

You may preview any frame before the editing and reshuffle sequences, print out a frame list, replace or change any picture and generally play around to your heart's content before telling the controller to go.

Compatibility

The software will work on a stock standard Amiga 2000, but you must have Workbench 2.0. The software supports various 24-bit frame buffers too, including ColourBurst, IV24, Harlequin, DCTV, OpalVision and VD2001. New formats will be released from time to time. The ColourBurst loader considerably speeds up loading of graphics - pumping in a full hires overscan image in around two and a half seconds.



The package will be a boon to smaller video houses, as it works with virtually any high end recorder. It supports Betacam, D1, D2, 3/4 U-matic, Hi band series, one inch machines, National and JVC S-VHS and M-II machines. Recorder protocols not included at this stage will be written on request. Anyone with an Amiga 2000 or better plus a genlock and access to a studio recorder can create time lapse and stop frame animation complete with titling, special effects and animation overlay or mix.

Conclusions

Although other stop frame recording control programs exist, few are available in Australia. *The Stop Frame Controller* is a slick piece of software which looks set to grow into a powerful

and worthwhile addition to any edit suite. Future versions will contain extra modules for complete AB roll edit control in an edit suite of up to seven

machines. This package is a must have for serious animators.

For more information call CPA on (02) 337 6255.



**SCRAM 500
SCRAM 2000**

Australian designed and
manufactured

MegaMicro Technology Pty Ltd
P.O. Box 272 Pennant Hills 2120
Fax: (02) 980 7598 Tel: (02) 980 6986

AMIGA ANNUAL 1992 Essential reading

- ☆ Complete up to date PRODUCT GUIDE to what's available in Australia, with description, distributor, price, etc
- ☆ User Group List ☆ Fish Disk List ☆ Word Processing ☆ DCTV
- ☆ Desktop Video ☆ Compatibility Guide ☆ Computing by Phone
- ☆ Entertainment ☆ CDTV ☆ And lots more!

**On sale at newsagents and computer
dealers only \$6.95**

Or from us for \$6.95 plus \$1 postage.
Send cheque, money order or credit card number to
Gareth Powell Publishing 21 Darley Road, Randwick 2031
Phone (02) 398 5111 Fax (02) 398 5111
BANKCARD, VISA, MASTERCARD

AMIGA TRAINING

- ☒ Approved by Commodore
- ☒ Recommended by The Australian Commodore and Amiga Review
- ☒ Endorsed by Professional Amiga User Magazine



**WALL
STREET
VIDEO**

*For a small fee I will
come to you and teach
you on your own machine.
(Sydney callers only)
Hope to see you soon,
Greg Wall*

Ph: (02) 411-2108

Education

July this year was the month of exhibitions, no doubt to coincide with the school holidays. Stan Nirenburg reports on the educational value of several.

In Sydney, the big one for Amiga users was the World of Commodore Show. In Melbourne, they had the Great Australian Science Show, the Computers in Education Conference and a Demonstration of the Virtuality Virtual Reality System.

At World of Commodore, interesting seminars were again held this year, aimed mostly at the novice user. The ones most closely related to education were the Introduction to the Amiga, Miracle Piano Teaching System and Education and Multimedia.

Unfortunately, I only had time to attend the first one, which showed how the Amiga 600 could be used in the home. Much of it concentrated on using *Deluxe Paint* for creating drawings, titling, patterns and so on.

The Commodore Stand also had one section devoted to the Amiga at home, which was populated by eager children trying out their skills with *Deluxe Paint*.

Speaking of *Deluxe Paint*, I still think it is one of the best all time programs for the Amiga. It packs a range of features that cannot be beaten on the other popular platforms, but is easy enough to be used by the youngest of children - a truly creative tool. In fact, I bought a copy of the *Advanced Techniques with Deluxe Paint IV* video, and I was amazed at some of the applications the package can be put to.

New software

The range of software was extensive, with a number of new releases. There were only two stands specialising in educational software. The first was Free Spirit Software which showed its usual range of *Barney Bear* educational titles on floppy disk and CDTV format, as

well as a range of assorted utilities. They were also demonstrating a range of home grown educational programs selling under the title of Satchel Software. This group works at the Angle Park Computing Centre, Education Department of South Australia.

Satchel Software produces educational software and support material designed by teachers for the primary and secondary levels of school. They design software for use on a number of platforms, including the IBM PC, Apple, C64, Amstrad, the BBC, Archimedes, Macintosh and the Amiga. The Amiga titles include *Dragon World* (a graphics adventure game), *Dr Spellingstein* (I will let you guess what this is about), *Flowers of Crystal* (an adventure game), *Granny's Garden* (another adventure game), *Jara-Tava - the Isle of Fire* (pirate adventure), *Kadimakara* (pre-historic Australia), *Math Booster* (number skills using arcade style games), *Math Hopper* (similar to *Math Booster*), *Picture Book* and *Picture Book Companion* (create stories with words and pictures), and *Word Hunt*.

The software produced by Satchel is

primarily aimed at schools, and as such comes with teacher resource material. Both individual copies of the software and Lab Packs are reasonably priced. The software can be purchased from Dataflow in Sydney, or you can obtain more information and a catalogue directly from Satchel (08) 243 5559.

Australian Graphics Atlas and more ...

The other company specialising in educational software was HC Software of Adelaide, SA. HC Software was started in 1985 (the time of the release of the Amiga) and prides itself on being the first Amiga developer in Australia. This company produces *Croak* (described as an Amphibian Migration Simulator!), *Record Manager* (a small database management program), *Australian Postcodes*, *Journey through a Cell*, *Australian Graphic Atlas* and *Antarctica* (a module for the *Graphic Atlas*).

Australian Graphic Atlas is a great resource for use both at school and in the home, concentrating as it does specifically on Australia (something that is not done well in foreign designed programs). It allows the user to view the whole continent, an individual state or significant cities. Information can be displayed about land relief, land use, population, national parks, Aboriginal settlements, explorers, climate, vegetation, rainfall and transport, as well as pictures of wildlife.

Information is accessed simply by clicking on parts of the map and using

Rush Software also launched several new products including Kidsbase, a database just for kids

No. Typ	Surname Text	First Name Text	KB Sample Age Int	Height Dec	Fav. Food Text	Fav. Mus Text
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9
10	10	10	10	10	10	10
11	11	11	11	11	11	11
12	12	12	12	12	12	12
13	13	13	13	13	13	13
14	14	14	14	14	14	14
15	15	15	15	15	15	15

Add, Edit or Delete an Entry Edit Database SetUp Show Whole Database

Return to MAIN MENU Print Database Database Information

Search BY WORD Sort ASCENDING

the mouse to select the type of information that is required. The *Atlas* comes with a brief teacher's resource to provide ideas for its use in the classroom. A major benefit of the *Atlas* is the ability to extract pictures and information directly and paste it into other programs such as wordprocessors for use in assignments and presentations.

In addition, because the system is based around *Amigavision*, it enables the teacher to customise the *Atlas* to suit specific classroom and lesson requirements. Note that the *Atlas* is also available in IBM Windows format.

At time of writing, the *Australian Graphic Atlas* was in its 3rd version, but a new version (4.0) will be available shortly, running to some 600 Megabytes of graphics and data. This new version will be released on CD-ROM, but will still be available in modular format for use on standard hardware. The new version will contain considerably more demographic data and pic-

tures and it will feature, amongst other things, scrollable maps of major Australian cities. For further information contact HC Software on (02) 262 4461.

Hardware

The big event for Commodore was the launching of the Amiga 600. Although I had read about it in the various computer magazines, I was surprised at how small and compact it was in real life. It is only two thirds of the width of an Amiga 500 and it has been styled differently to give it its own unique appearance. Although it does not have an expansion slot, it can be purchased with a hard drive (which today is most important given the way software is heading) and it sports a slot for a special RAM card or similar accessory (games or other software on cartridge, for example). Given its pricing, it will probably sell a lot better than the Amiga 500 ever did.

Again this year, Mindscape were demonstrating their Miracle Piano Teaching System at the second largest (but tastefully constructed) cardboard stand at the show.

To me, the most interesting bit of hardware was GVP's A530 accelerator. I have been thinking about upgrading my Amiga 500 so that I could perform desktop publishing work somewhat quicker. And again, GVP have come up with the best solution by far. Instead of having to open up the Amiga and replace chips and whatever on the motherboard, the A530 simply plugs into the expansion slot at the side without any fuss and provides a 40MHz accelerator, hard drive, co-processor (if required) and additional RAM in the one unit.

This will prove to be a real boon to the home user who wants that extra speed to carry out tasks such as DTP or graphics but does not want to spend hours at the computer. The only short-



Finally! Link your Sharp Organizer* to your AMIGA*

Transfer data between the two and never be without your vital information, phone numbers or contact lists again.

Features Include: *Formatted printing of Organizer applications & option card data. *Full restore facility included.

*Simple point and click interface. *Fully multi-tasking. *SuperBase Import *ASCII import of memos - **\$59.95**

Kill Da Virus

\$24.95

The Ultimate Virus Killer - kills 169 viruses
Hard disk installable. Workbench 2.0 compatible.

PowerPacker Professional 4.0

\$39.95

Compress files inc. Anims, fonts etc. to increase storage capacity by an average of 40%.

PowerMenu

\$49.95

Produce customised full screen menus. Many utility functions inc. disable fast mem, clock, fonts etc.

NewsFlash

\$19.95

The multi-disk magazine from Europe.

PowerBase

\$49.95

Easy to use general purpose Database.
Design your own forms. Point and click interface.
Full print facility. Sort on any field.

Huge Professional

\$49.95

A complete program for producing icons, sprites, brushes and bobs. Produce C or Assembler code.

PowerWaves

\$49.95

Create realistic 3D waveforms (e.g. water surfaces, flags, etc.). Single frames and animations.
40 pre-defined maths functions. Up to 3 different formulae for almost unlimited effects.
Saves objects and animations in Sculpt 3D/4D, Videoscape or IFF format.

TUPsoft maintains an extensive **PD Library**

\$3.50 per disk inc. postage.

\$2 for catalogue disk. Call now.

(02) 674 2723 (Phone & Fax)

P.O. Box 1785, Seven Hills West, NSW 2147
DEALER ENQUIRIES WELCOME

TUPsoft

Australian Distributor for **UNITED GRAPHIC ARTISTS** products

*Sharp Organizer and AMIGA are trademarks of their respective registered owners

GSOFT Pty Ltd

(08) 254 2261



Orders/Enquiries 9am-12pm 7 Days

NEW NEW NEW NEW

Adding to the famous GSOFT range of Quality Australian designed peripherals comes the...

SUPER SOUND

• **The GSOFT SUPER SOUND Performance Booster.** Unbelievable improvement to the sound output from your Amiga. Fully Adjustable with active indication and bypass control. **Only \$99**

• **A500 4 Meg Memory AUSTRALIAN MADE** 2Meg Chip RAM Compatible! **2 Meg, \$345**

• **A2000 CHIP RAM UPGRADE** **\$299**

Upgrade your machine to 2.0Meg CHIP! Simple "Plug in" installation. \$375 with Super AGNUS

• **DIRECTORY OPUS Aussie Made! \$59**

MODEMS MODEMS MODEMS!!

Aussie made Maestro modems at great prices. CALL

The ANSWER\$145

The AMIGA Telephone Answering machine.
Its a SENSATION!!!
Now FAX MODEM COMPATIBLE!!



FLOPTICAL DRIVES

Don't be fooled by products that don't auto-configure and require messy drivers. There are NO SOFTWARE DRIVERS REQUIRED with GSOFT Floptical Drives. Now with new Slim Line external case with INTEGRAL power supply. GREAT!!

Internal Version (A2000/A3000) ... **\$799**

External Version **\$899**
(With built in power supply)

Diskettes **\$40**

Great! Unlimited removable storage!

20MEG on a single DISK!

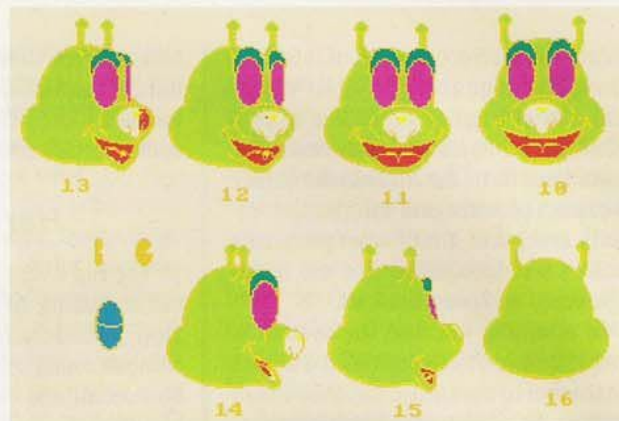
(Bundled with FREE Quarterback v4.3)

Please add \$10 per order for express freight anywhere in Australia. (\$5 in Adelaide)

CALL US FOR ANY AMIGA PRODUCT

GSOFT Pty Ltd
PO Box 59
Elizabeth SA 5114
Phone (08) 254 2261
Fax (08) 254 2261

Supporting AUSTRALIAN products
Call us if you have a product to sell!



Released at World of Commodore, Glow, The Electronic Puppet Construction Set - great for schools.
From Animation Network (03) 389 6188

coming of this product might be its price, but I am looking forward to stocks arriving - I will probably be queuing up to buy one!

Virtual Reality

The second biggest thrill I had in July was to try out the Virtuality game system that was being demonstrated in Melbourne. The demonstration involved two machines and two players, and the object of the game was to find your opponent and shoot him with a grenade launching pistol before he shot you or you became lunch for a flying pterodactyl. The feeling of being in your own computer generated world was amazing.

Each player had to don a helmet through which the images and sounds of the game were projected. A built in microphone allowed you to communicate with your opponent. The view in front of you changed as you moved about on the platform and looked up, down, left or right. Forward motion was controlled by the joystick, as was the firing of the pistol, although a computer glove will be available soon. Perhaps not as sophisticated as some of the virtual reality systems being experimented with at our institutions of higher learning, the Virtuality system is fully developed and functional, ready to be used by the public. The potential for virtual reality in many areas of activity, including education, is enormous.

You will also be pleased to know that the power behind these machines is the Amiga 3000. Two machines are connected by a local area network to provide interactive play between two players.

Feedback

If you have any questions or suggestions, please write in to me care of ACAR or directly to PO Box 136, Forest Hill, 3131. I also urge teachers and others involved in education to pass on ideas and information which we could publish to help others get the most out of their Amigas, both at home and in the classroom. Next month I'll be back with my usual swag of software reviews.

Announcing three days of computer heaven. for the family.

At last a non-business computer show that's fun and games for all ages. So much to see and do and buy! At The Home Computer Show 1992 you'll find Electronic Games, TV Games, Educational Software, Home-Business Applications, Home Computers and more. Everything from Manuals to Modems, Programs to Printers. It's all there in three days of computer heaven. Brought to you by Australian Exhibition Services, the exhibition professionals who present the PC Show for business every year.



The Home Computer Show 1992

ROYAL EXHIBITION BUILDING MELBOURNE 13-15 NOVEMBER 92

Please send me further information about ☐ EXHIBITING ☐ VISITING The Home Computer Show 1992.

Name _____

Company _____

Position _____

Address _____

Postcode _____

Tel: _____

AES Australian Exhibition Services Pty Ltd
Illoura Plaza 424 St Kilda Road Melbourne 3004
Free Call 008 335 010 Tel (03) 867 4500 Fax (03) 867 7981

Amos Column

by Wayne Johnson

Copper seems to be a dirty word in AMOS language. In my two years plus of using this program, there has never been any documentation anywhere describing this side of AMOS. The language is more than capable of manipulating the copper, due to the fact that we are provided with commands like, COPPER ON, COP MOVE, COP WAIT, and so on. I'll be covering the creation of a simple copperlist for advanced users, while for beginners (I'm sorry, I have been neglecting you) we will be going right back to basics.

News

I suppose by now that many of you have heard rumours of the upcoming AMOS 2 (release name to be AMOS PROFESSIONAL). This is a definite fact and we can expect to see its release on these shores before Christmas. Again, it will be distributed and supported exclusively by Pactronics. Francois, author of AMOS, is currently working towards the finish of AMOS PROFESSIONAL and we can expect a big change.

The editor will be completely different with a debug kit even more advanced than the one incorporated into Easy AMOS. It will contain full AREXX support as well as complete access to intuition. Details are still sketchy at this stage but hopefully DataBase UK will have some more info for me by next issue.

The big news this month is that the Official Australian AMOS club is now taking on membership application from ALL AMOS owners. In the past, membership was only available to people with a ver-

sion obtained from Pactronics. This is no longer the case. If you own AMOS and still have your British forms, then contact me on the AMOS hotline (02) 748 4700. If however, you have lost your membership card, then contact me and we will discuss membership details. Membership is completely free.

Bits and Pieces

The following is an updated list of the new commands since version 1.31. The updater is available from the club and a document file is included to explain in full, the errors, bugs, improvements and new commands now in AMOS 1.34.

Bugs Fixed from Version 1.31/1.32

- * CBLOCK did not work for blocks larger than 480 pixels.
- * The inactive mouse-zone (when the mouse pointer was exactly over the top

of the horizontal slider, no keyboard input was processed) has been removed.

- * Def Fn does not crash any more with no parameters.

- * Set Rainbow does not crash with negative parameters in definition strings.

- * Error n instruction now reports errors over 50.

- * EVERY command works fine. At last.

- * PLOAD used to leave a lock in the system.

- * =DRIVE() does not display a requester if the device does not exist. This was really stupid, as this instruction was used to determine existing devices!

- * Music banks are now detected upon running. It means you can safely save them with the program.

- * Arrays now work fine when you access elements higher than 65536.

- * Bobs can now be displayed on VERY large bitmaps.

- * Marks did not work on A3000.

- * INPUT #x,AS(n) did not ask for a proper string space. The result in worse cases was a crash, as the incoming string erased crucial AMOS pointers.

- * Sound samples of any length are perfectly played.

- * Autoback 2 mode does not produce a flash in the bobs as it used to, sometimes. It gives a much better display. On the other hand, pasting and printing in this mode will take one VBL longer than before.

Serial Interface Problems

Many of you have rung me complaining of a bug in the serial extension. It appears that when you open the serial device, close, and open it again, the machine will hang. This is NOT an AMOS bug, but a bug in the serial.device from Commodore. There is now a good version of the serial.device on the copy of the AMOS updater 1.34.



ATTENTION ALL AMIGA AND IBM OWNERS.

BUY 1 ... GET 10% OFF

BUY 2 ... GET 20% OFF

BUY 3 ... GET 30% OFF

BUY 4 ... GET 40% OFF

BUY 5 ... GET 50% OFF

⋮

BUY 10... GET 100% OFF

ANY ONE OF THE GAMES YOU HAVE ORDERED.

Don't be disappointed... Take advantage of this blistering special offer Now!

Hurry, Offer Closes 30/9/92.

At CSD you can get what you want, faster and at the right price.

First with the New releases. 14 Day Money-back Guarantee.

6 Months extended Warranty. Call now and get a Free Games Buyers guide!

Freecall Order

008 020 633

Service and Support

06 293 2233

P.O. Box 1155 Tuggeranong ACT 2901

We also supply a large
range of games for
IBM PC, CD-ROM,
Macintosh, Lynx, C64,
Sega and Nintendo!



Computer
Source
Direct Pty Ltd



S
i
g
m
a
c
o
m

sigmacom

Suite 2, 1st Floor
104 Cronulla Street
Cronulla NSW 2230

mobile: (018) 25 7471
facsimile: (02) 544 1873
phone: (02) 544 1872

Unbelievable NEW Release

ROCHARD 52Mb for Amiga 500

• Space for 8Mb • GVP Clone • Switch H/D & memory independently • Supplied with Quantum hard drive

52Mb only \$749

120Mb only \$1049

SyQuest Removable Media

44 Mb drive with cartridge **\$799**

88 Mb drive with cartridge **\$1049**

Verbatim 10Mb cartridge drive
with cartridge **\$349**

AT-Once Plus IBM Emulator

IBM Compatibility for the
A500 and A2000

CALL

NEW PRODUCTS

GVP A530 40 Mhz Accelerator for the Amiga 500

This unit looks just like the GVP Series II hard drive, but is really a 40MHz 68030 + 68882 'Combo' box. 32-bit RAM is expandable to 8Mb, and the unit comes complete with a Hard Drive. Call for pricing, and special upgrades for GVP owners.

GVP 68040 33MHz Accelerator for Amiga 2000

This board comes complete with 16Mb 40ns RAM Phone for best pricing.

Blizzard 14MHz Accelerator + 8mb RAM Card for Amiga 500

This board provides an accelerator and RAM card in one, doubling the clock speed of the standard A500 **\$399**

VXL-30 RAM CARDS with 2Mb 60ns RAM fitted **\$475**

CSA Mega Midget Racer 25Mhz 68030 Accelerator for A500 **\$875**

CSA Pocket Rocket 50MHz upgrade for Commodore 2630 **\$995**

A501 512K RAM for Amiga 5000 **\$49**

1.44Mb Upgrade Kit High density floppy for WB 2.04 users **CALL**

GVP

**Absolutely the BEST price on all
GVP products. FREE delivery
anywhere in Australia.
FULL after sales service**

Amiga 2000 HD owners upgrade your HD controllers to GVP!

Compare the features

- Space for 8Mb
- Superior performance
- Support largest range of SCSI devices
- 2yrs warranty

Special offer
\$299

Amiga 3000 Systems Call for best price

EX-DEMO BARGAINS

SALE on EX-DEMO A2091 Hard cards

The latest Commodore SCSI controller cards fitted with Quantum hard drives (2 year warranty)

A2091 Card only	\$149
A2091 with 52 Mb Quantum	\$599
A2091 with 120 Mb Quantum	\$799
A2091 with 240 Mb Quantum	\$1399

All with warranty Call for availability

Amiga 500	\$399
GVP Impact 500 series II	\$699
A590 20Mb HD + 2Mb RAM	\$599
IBM Emulators	Call
68020 & 68030 Acceleratos	Call

GVP

Impact 500 with 52Mb Quantum	Call
Impact 500 with 120Mb Quantum	\$1199
G-Force 25Mhz with 68882 1Mb RAM	\$1199
G-Force 40MHz with 68882 4Mb RAM	\$1949
G-Force 68040 for A2000 33MHz	Call
G-Force 68040 for A3000	Call
Impact 2000 card only	\$299
☆☆☆INCREDIBLE☆☆☆	
Impact 2000 with 52Mb Quantum	\$699
Impact 2000 with 120Mb Quantum	\$999
Digital Sound Studio - Stereo Digitiser	\$169

THIS MONTHS SPECIALS

GVP PC286 IBM EMULATOR AT COST	\$459
Impact Vision 24	Call for specs and best price

SPECIAL OFFER

Amiga 2000 GVP HD PACK

This pack contains:

- Amiga 2000 Workbench 2.05
- Full extended Chip Set
- GVP Impact Series II Hard Card with 52Mb Quantum

\$1699

Amiga 2000 GVP TURBO PACKS

This pack contains:

- Amiga 2000 with GVP Combo board
- 52Mb Quantum Hard Disk

25Mz with 2Mb RAM

\$2599

40Mhz with 5Mb RAM

\$3299

Amiga 500 Trade-ups

Call for best offer

TRADE-IN

We happily trade-in any
Amiga equipment
CALL US TODAY

STOP PRESS
SIGMACOM now
guarantees to slaughter
any competitors price on
high-end software
Call for details



sigma com

Suite 2, 1st Floor
104 Cronulla Street, Cronulla NSW 2230
mobile:(018) 25 7471 facsimile:(02) 544 1873
ph:(02) 544 1872

FULL LIST OF NEW 1.34 COMMANDS

TRACK LOAD "Name Of The Module",Bank (Load real ST module)
TRACK PLAY [Bank],[Pattern] (Play Soundtracker Module)
TRACK LOOP ON / OFF (Repeat song or pattern over)
TRACK STOP (Stop playing Soundtrack)
SLOAD File_Number,Length TO Address (Load a sample through a file channel)
SAM SWAP Voices TO Address,Length
=SAM SWAPPED(Voice_Number) (get boolean value for double buffered samples)
SAM STOP [Voice_Pattern] (Stop the current sample from playing)

OTHER NEW INSTRUCTIONS SINCE 1.31

=COL(Bob)
=DISC INFO\$("Name")
=PRG STATE (returns the current status of a program, INTERPRETED/RAMOS/COMPILED)
Manual Errata - This paragraph will just list some of the main errors found in the manual, like missing instructions.
LLIST - This instruction never existed. To print a listing:
- Mark the whole text as a block (CONTROL-A)
- Go to the BLOCK menu, and select PRINT BLOCK.
NO ICON MASK [number] (Remove the mask from an icon). This instruction has simply been forgotten in the manual. It simply does the same job as NO MASK, but for icons.
RAINBOW DEL [Number] (Delete on or all rainbows). Another instruction forgotten in the manual. "Number" specify the number of the rainbow to remove, or all if omitted.
= TEXT STYLES (Returns the current font attributes). This instruction is incorrectly spelt in the manual. You must add an "S" to it!
MULTI WAIT (Force a multi-task wait vbl)
AMOS TO BACK (Hide AMOS from view and show the Workbench)
AMOS TO FRONT (Switch

AMOS to the display)
AMOS HERE (Report which task is on display)
AMOS LOCK (Forgotten instruction : Locks AMOS in front position)
AMOS UNLOCK (Forgotten instruction : make AMIGA-A active)
BANK SWAP number1,number2
SCREEN OPEN 0,320,200,16, LACED[+HIRES][+LOWRES] (Function to open an interlaced screen)
DISPLAY HEIGHT (Report how tall a screen can be NTSC (Flags the type of display in operation)
REQUEST ON/OFF/WB (Generate a requester routine)
=HREV(image) adds \$8000 to the image
=VREV(image) adds \$4000
=REV(image) adds \$C000
Use them in place of the hex values:
Bob 1,160,100,10
Bob 1,160,100,HREV(10)
Bob 1,160,100,VREV(10)
Bob 1,160,100,REV(10)
Old AMAL string: "Anim 0,(1,2)(2,2)(3,2)(4,2)"
New reversed string: "Anim 0,(\$8000+1,2)(\$8000+2)(\$8000+3)(\$8000+4)"
or
"Anim 0,(\$8001,2)(\$8002,2)(\$8003,2)(\$8004,2)"
PRIORITY REVERSE ON/OFF (Change the order in which Bobs are printed to)
Del Sprite start To finish
SERIAL OPEN Channel, Port_no

[,Shared,Xdisabled,7wires] (Opens a channel for Serial I/O)
SERIAL CLOSE [Channel] (Closes one or more serial channels)
SERIAL SEND (Output a string via a serial channel)
SERIAL SEND Channel, t\$
SERIAL OUT (Outputs a memory block via a serial channel)
SERIAL OUT Channel, Address, Length
SERIAL GET (Gets a byte from a serial device)
=SERIAL GET(Channel)
SERIAL INPUT\$ (Gets a string from the serial port)
=SERIAL INPUT\$(Channel)
SERIAL SPEED Channel, Baud rate
Sets the transfer baud rate for a serial channel.
SERIAL BITS (Sets the Nbit & Stopbit part of a protocol)
SERIAL BITS Channel, Nbits, Stopbits
Sets the parity checking, correct version.
SERIAL PARITY Channel, Parity
SERIAL X (Sets XON/XOFF)
SERIAL BUFFER (Sets the size of the serial buffer)
SERIAL BUFFER Channel, Length
SERIAL FAST/SLOW (Channel) (Switches on FAST or SLOW transfer mode)
=SERIAL CHECK(Channel)
SERIAL ERROR (channel) (Reports success or failure of last transfer)

Hints and Tips

*Getting the system date and time; You will find on your updated disk a program called "GET_TIME.AMOS". This program includes two procedures to get the time and date from the system. Call the procedure, and you'll have in Param\$ the current clock time under the following format: 00:00:00

TIMES

Print Param\$

11:04:04

This procedure returns the current date in Param\$:
_DATE\$

ROD IRVING'S "BULK DISK PRICES" "NO BRAND DISKS"

LIFETIME WARRANTY / BOX OF TEN DISKS
ALL DISKS INCLUDE ENVELOPES & WRITE PROTECTS

	1-9 boxes	10+	50+	100+	500+
5 1/4"DS/DD	\$4.50	\$4.40	\$4.30	\$4.25	\$3.50
5 1/4"DS/HD	\$8.50	\$8.25	\$8.10	\$7.50	\$6.60
3 1/2"DS/DD	\$7.90	\$7.70	\$7.50	\$7.00	\$6.00
3 1/2"DS/HD	\$14.95	\$13.75	\$13.50	\$11.00	\$9.90

ROD IRVING ELECTRONICS

MELBOURNE: 48 A'Beckett St City. Ph: (03) 663 6151
OAKLEIGH: 240C Huntingdale Rd. Oakleigh. Ph: (03) 562 8939
NORTHCOLE: 425 High St. Northcote Ph: (03) 489 8866
SYDNEY: 74 Parramatta Rd. Stanmore. Ph: (02) 519 3134
MAIL ORDER: 56 Renner Rd. Clayton. Ph: 008 33 5757
DEALERS:- BLUESTAR COMPUTERS:
MELBOURNE: 271 Maroondah Hwy, Ringwood. Ph: (03) 870 1800
SYDNEY: 115-117 Parramatta Rd, Concord. Ph: (02) 744 5426

FREE PACK & POST OVER \$100

HARD DISK CAFE

Shop 6, Akuna Lane,
PO Box 879
Mona Vale, 2103
Tel 02 - 979 5833
Fax: 02 - 979 6629

17 Belgrave Street
Manly 2095
Tel 02 - 976 3533
Fax 02 - 976 3873

Hard Disk Cafe Does Manly!

That's right! We finally did it. We've opened a new shop at Manly. It's easy to find, easy to get to and most of all, we're offering the same great service and range of Amiga gear as our Mona Vale shop. So, come to our official opening celebration on September 12th. The first 50 visitors to our Manly Hard Disk Cafe will receive a free gift. Amiga experts from around Sydney will be there too!



Come and see us for the right advice - now at MANLY or MONA VALE, 6 days a week.

NEW • NEW • NEW • NEW

Pixel 3D V2.0	\$149.00
ProWrite 3.2	AMAZING \$99.95
SCALA 500	\$149.00
SCALA Multimedia MM200 ...	\$449.00
Maxiplan 4.0	\$175.00
Gold Disk Video Fonts	\$129.95
Directory Opus	\$59.95
Omar Sharif's Bridge	\$55.00
AMAX II+ Internal w/ROMS ...	\$899.00
Easy Amos	\$99.95
Video Director-Video Editing ..	\$249.00
Kindwords 3.0	\$139.00
Hot Links for DTP	\$99.00
DCTV-24bit Digitize/display ...	\$949.00
Quarterback 5.0 - HD Backup ..	\$99.95
Quarterback Tools	\$119.00
DoubleTalk network Cards ...	\$699.00
Professional Page 3.0	\$299.00
Clip Art for Pagestream	\$99.95
Broadcast Titler Hi- Res	\$399.00
Pagestream 2.2	\$299.00

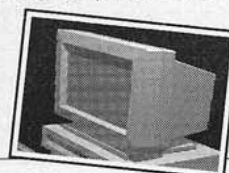
EXPAND Your Amiga with the BEST!

A530 40Mhz '030/120Mb Drive/1Mb-32 Bit RAM/Faster than A3000	\$1999
G-Force A2000 40Mhz '030/4Mb RAM/Expandable	\$1799
A500 52meg HD + RAM Exp	\$859
A2000 52meg HD & RAM Exp ...	\$759
Two meg RAM module for above ..	\$175
Impact Vision 24bit Graphics ...	\$3500

GVP

Monitors and Printers

A2024 Monitors for DTP	\$899
1960 Multisync monitors	\$749
1084 Stereo Monitors	\$395
Canon BJ10EX Bubble Jet	\$599
Citizen GSX140+ 24 pin colour ...	\$599
Citizen 200GX 9 pin colour	\$399



Quantities may be limited. Prices subject to change without notice.

"Wrong Way" went the right way to Manly

GAMES

5th Gear	39.95	Ishido	69.95	Swap - New Puzzler	69.95	Kara Fonts SubHead	99.95
A320 Airbus	99.95	Jaguar XJ220	69.95	Tennis Cup 2	69.95	Kara Head Fonts 1	99.95
Action Fighter	59.95	Jack Nicklaus Courses Vol 3	49.95	The Big One - Lotto Systems	19.95	Kara Head Fonts 2	99.95
Addams Family	69.95	Jack Nicklaus Golf	59.95	The Plague	69.95	Kara Headlines 3	99.95
AD&D Collector's Set	39.95	Jim Power	69.95	Theme Park Mystery	59.95	Kara Fonts - Various Available	Call
Agony	69.95	John Madden Football	59.95	Thunderhawk - Great Heli Sim	69.95	Kara Starfields Fonts	89.95
Air, Land & Sea pack	69.95	Joker X-Word	19.00	Thunderstrikes	59.95	KDV - Kill Da Virus	24.95
AMOS Game Creator	125.00	Jupiter Master Drive	69.95	Time Machine	59.95	KindWords 3	139.95
Anne Droid - Budget	15.00	Keef the Thief - Adventure	45.95	Titus the Fox	69.95	Lattice CV5.1	399.00
Apidya	59.95	Knights of the Sky	69.95	Tom and the Ghost	69.95	Linkword French	59.95
Aquaventura	59.95	Knightmare	69.95	Toobin'	49.95	Linkword German	69.95
B.S.S. Jane Seymour	59.00	Kingdoms of England II	69.95	Tower of Babel	59.95	Linkword Italian	59.95
Badlands	69.95	Kings Quest IV	59.95	Two Up - the Aussie Game	29.95	MAC-2.DOS	175.00
Baron Baldric	59.95	Kings Quest V	59.95	Twylite	16.95	Maxplan Plus v4.0	169.95
Batman - Caped Crusader	45.00	Last Ninja 3	59.95	Typhoon Thompson - Budget	19.95	Mediastation-DigiView 4/Elan Performer	275.00
Battle Chess II	49.95	Leander	79.95	U.M.S. II - Strategy	89.95	Moviestetter - be an Eric Schwartz!	95.00
Battle Command	59.95	Legend	79.95	Ultima IV	79.95	Optical Dreams	29.95
Bill & Ted's Excellent Adv.	49.95	Leisure Suit Larry III	59.95	Ultima VI	79.95	Outline Fonts Gold Disk	279.00
Bio Challenge	49.95	Leisure Suit Larry V	65.95	Utopia New Worlds Disk	39.95	Pagesetter II	179.95
Birds of Prey	69.95	Lemmings - Dare You to Put it Down	69.95	Vaccine	59.95	Pagestream Fonts Vol 1.1	59.95
Bitmap Bros Vol 1	69.95	Lemmings 2 Oh No More Stand Alone	59.95	Vector Championship Run	49.95	Pagestream V2.2	299.00
Black Crypt	69.95	Lemmings Add On	49.95	Vengeance of Excalibur	69.95	Pelican Press	169.95
Blitzkrieg Strategy	79.95	Life & Death	59.95	Video Kid	69.96	Photon Paint V2 - Ham Paint	199.00
Bloodwych	59.95	Links	69.95	Vindicators	49.95	Photon Paint Surfaces 1 & 2	29.95
Borodino	49.95	Little Computer People	19.95	Virtual Reality Compilation Pack	79.95	Pixel 3D 2.0	89.95
Captive	69.95	Logical	59.95	Vroom	59.95	Pixmate	89.95
Castles	69.95	Lupo Alberto	49.95	Voyager	59.95	ProVector	299.00
Castle of Dr. Brain	79.95	M1 Tank Platoon	89.95	White Death Strategy	79.95	Postdriver - Postscript driver	99.95
Castle Warrior	69.95	Manhunter - New York (Sierra)	49.95	Wicked	59.95	Presentation Master	299.00
Chaos Strikes Back	59.95	Manhunter 2 (San Francisco)	59.95	Willy Beamish	69.95	Pro Video Fonts (set 2)	149.00
Chariots of Wrath - Special	49.95	Matrix Marauders	59.95	Wings of Death	49.95	Pro Video Post	399.00
Chase HQ II - Spec. Criminal Invest	50.00	Mega Fortress	79.95	Wizard's World	29.95	Professional Calc	299.00
Chess Champion 2175	79.95	Mega Phoenix	69.95	Wolf Pack	79.95	Professional Draw V2.0	275.00
Chrono Quest II	79.95	Microprose Golf	79.95	World Championship Squash	59.95	Prof Page - Structured Clip Art	79.95
Codename Ice Man (Sierra)	59.95	Midwinter	79.95	World Class Rugby	79.95	Prof Page Templates	79.95
Colorado	69.95	Might & Magic 3	79.95	World Series Cricket	59.95	Professional Page V2 + Video	399.00
Conflict Korea	69.95	Mighty Bombjack	69.95	Wrath of the Demon	89.95	Professional Page V3	299.00
Conquests of Camelot (Sierra)	59.95	Murder	59.95	Xenomorph	59.95	Professional Clip Art vol 1	59.95
Conquest of the Longbow	79.95	Myth	69.95	Xybots	45.95	Proper Grammar	129.95
Corporation Mission Disk	49.95	Night Breed	59.95			Pro Net Personal	179.95
Covert Action	79.95	Night Hunter	59.95			Prowrite V3.2 POSTSCRIPT	99.95
Crossword Construction Set	59.95	Oh No More Lemmings 100 N Lvl	59.95			Prowrite - German Dictionary	49.95
Cyberball	49.95	Oh No More Lemmings add on to 1	49.95			Prowrite - Profonts 1 (extra fonts)	49.95
Darius +	49.95	Omar Sharif's Bridge	69.95			Prowrite - Profonts 2 (extra fonts)	49.95
Dark Century	49.95	Omnicon Conspiracy	45.00			Quarterback (HD backup)	99.00
Dark Queen of Krynn-AD&D	69.95	Onslaught	49.95			Quarterback Tools	119.00
Dark Side	49.95	Operation Combat	79.95			Quickwrite	99.00
Day of the Viper	59.95	PGA Tour Golf	59.95			Real 3D Professional	675.00
Deliverance	69.95	Paragliding	69.95			Rhyming Notebook	54.95
Demons Tomb	54.95	Phantasm	29.95			RX Tools - Use with Arexx	499.00
Demons Winter	45.95	Pipe Mania	59.95			Scala	149.00
D-Generation	59.95	Pirates	64.95			Scala 500 version	149.00
Die Hard 2	69.95	Police Quest 2	59.95			Scala Multimedia MM200	449
Double Dragon III	69.95	Police Quest 3	69.95			Scene Generator	74.95
Dr. Plummets House of Flux	49.95	Pools of Darkness-AD&D	95			Sculpt Animate 3D scenes/objects	24.95
Dragon Spirit - Special	39.00	Populous II	69.95			Softclips vol II - people	109.95
Dream Zone	39.95	Powerdrome	45.95			Soft Faces Vol 1 for Final Copy	119.95
Dragnaoscape - Budget	16.95	Powermonger WWI	49.95			Soft Faces Vol 2 for Final Copy	119.00
Dynasty Wars	59.95	Projectyle	45.95			Spritz Paint Prog	65.00
East V West	59.95	Prospector - Budget	12.95			Superhack	99.95
Elvira 2	79.95	Puzznic - Addictive	59.95			Super DJ	34.95
Emperor of the Mines	49.95	Quadrail	59.95			System 3 (Accounts)	129.00
Escape - From planet robot monsters	49.95	Quartz	49.95			The Amiga Graphics Starter Kit	119.00
Eye of the Beholder	59.95	Race Driving	69.95			The Art Department	129.00
Eye of the Beholder	59.95	Railroad Tycoon	69.95			TV Show v2	115.00
Exile	69.95	Realm of the Trolls	45.00			TV Text Professional	259.00
Faces Tris III	59.95	Return to Genesis - Budget	19.95			Ultra Card Plus	99.00
Fascination	69.95	Robin Hood	69.95			Video Director	249.00
Fate-Gates of Dawn	79.95	Rock and Roll	49.95			Video Tools	299.00
Fiendish Freddy - Special	49.00	Rodland	69.95			Vintage Aircraft - Turbo Silver	49.95
Fighter Bomber Mission Disk	59.95	Rogue Tropper	64.95			Visa Pro MapMaker	79.95
Final Compilation	69.95	Ruff & Ready	39.95			Visa Pro TerraForm	79.95
Fire and Ice	69.95	Rules of Engagement	69.95			Visa Scapes - California I	129.95
Fireteam 2000	59.95	S.D.I. - Cinemaware	45.00			Visa Scapes - Valles Marineris (Mars)	129.95
First Contact	59.95	Severed Heads	59.95			Visa Scapes - Yosemite Valley	89.95
Flight of the Intruder	69.95	S.T.U.N. Runner - Special	35.00			Walt Disney Animation Studio - Hot	249.00
Flippit + Magnose	59.95	Safari Guns	49.95			Wordsworth	299.00
Formula One Grand Prix	89.95	Scramble Spirits	49.95				
Four Wheel Driving Pack	79.95	Shadowlands	69.95				
Frenetic	59.95	Shadow Sorcerer-AD&D	59.95				
Fusion	45.00	Sim Ant	79.95				
Future Bike (Sim)	39.95	Sim City	79.95				
Fuzzball	69.95	Sim City Graphics 1 - Ancient Cities	59.95				
Galactic Empire	Call	Sim City Graphics 2 - Future Cities	59.95				
Gateway to Savage Frontier	69.95	Sim City Terrain Editor	34.95				
Gauntlet III	59.95	Sleeping Gods Lie	49.95				
Global Effect	69.95	Solitaire - Vol 3 Accordion	39.95				
Globulous	59.95	Solitaire - Vpol 2 Calculation	39.95				
Gold of the Aztecs	59.95	Space Ace	49.95				
GoldRush - Sierra	61.95	Space Crusade	69.95				
Guy Spy	49.95	Space Quest III	59.95				
Harlequin	59.95	Space Racer	49.95				
Heart of the Dragon	49.95	Space School Simulator	79.95				
Hot Rubber	69.95	Special Forces	79.95				
Hoyles Games III	79.95	Star Cursor 1/5 - 3 yr guarantee	59.95				
Hyperforce - 2 games in one	19.95	Steel	49.95				
Infestation	59.95	Storm Master	69.95				
Interphase	59.95	Stun Runner	69.95				
International Sports Challenge	69.95	Subbuteo Soccer	59.95				
		Super Puffy's Saga	59.95				

PRODUCTIVITY

3D Construction Set	129.95	Kara Fonts SubHead	99.95
Artistic Clips - Clip Art	69.95	Kara Head Fonts 1	99.95
Australian Graphic Atlas	69.95	Kara Head Fonts 2	99.95
A Talk 3 - Special	59.95	Kara Headlines 3	99.95
Amiga Vision - Special	99.00	Kara Fonts - Various Available	Call
AMOS	125.00	Kara Starfields Fonts	89.95
AMOS 3D	79.95	KDV - Kill Da Virus	24.95
AMOS - Easy	99.95	KindWords 3	139.95
AMOS Compiler	69.95	Lattice CV5.1	399.00
Art Dept Pro Conversion Pack	119.95	Linkword French	59.95
Art Dept Professional V2	299.00	Linkword German	69.95
Audio Engineer S/Ware/H/Ware Plus	359.00	Linkword Italian	59.95
Broadcast Backgrounds II	59.00	MAC-2.DOS	175.00
Broadcast Backgrounds	59.95	Maxplan Plus v4.0	169.95
Broadcast Titled Font Enh	179.95	Mediastation-DigiView 4/Elan Performer	275.00
CanDo v1.6	149.95	Moviestetter - be an Eric Schwartz!	95.00
Comic Setter	95.95	Optical Dreams	29.95
Contact	59.95	Outline Fonts Gold Disk	279.00
Cross DOS - v5.0	64.95	Pagesetter II	179.95
Cygnus Ed Pro	129.95	Pagestream Fonts Vol 1.1	59.95
Deluxe Music Construction Set	99.00	Pagestream V2.2	299.00
Deluxe Paint IV NEW	175.00	Pelican Press	169.95
Deluxe Help for DPaint III	34.95	Photon Paint V2 - Ham Paint	199.00
Deluxe Photo Lab (Posters Too)	99.00	Photon Paint Surfaces 1 & 2	29.95
Deluxe Print II	99.95	Pixel 3D 2.0	89.95
Design Works	129.95	Pixmate	89.95
DigiPaint 3	99.95	ProVector	299.00
Directory Opus Professional	59.95	Postdriver - Postscript driver	99.95
Draw 4D Pro	375.00	Presentation Master	299.00
DJ Helper	59.95	Pro Video Fonts (set 2)	149.00
Easy Ledgers (with job costing)	475.00	Pro Video Post	399.00
Easy Ledgers Accounting	350.00	Professional Calc	299.00
Eclipse - Pro Draw/Page Clip Art	139.00	Professional Draw V2.0	275.00
Eclipse 2 - Clip Art	139.95	Prof Page - Structured Clip Art	79.95
Elan Performer	69.95	Prof Page Templates	79.95
Electric Thesaurus	69.95	Professional Page V2 + Video	399.00
Emulator	34.95	Professional Page V3	299.00
Final Copy	179.95	Professional Clip Art vol 1	59.95
Flashback - HD backup	79.95	Proper Grammar	129.95
GFA BASIC v3.0	159.00	Prowrite V3.2 POSTSCRIPT	99.95
Gold Disk Type Fonts	79.95	Prowrite - German Dictionary	49.95
Goldspell 2	44.95	Prowrite - Profonts 1 (extra fonts)	49.95
GP Term - Terminal Program	89.00	Prowrite - Profonts 2 (extra fonts)	49.95
Ham It Up - Works with DPaint	69.95	Quarterback (HD backup)	99.00
Headline Fonts 1	99.00	Quickwrite	99.00
Headline Fonts 2	99.00	Real 3D Professional	675.00
Headline Fonts Sub	99.00	Rhyming Notebook	54.95
Highspeed PASCAL	149.00	RX Tools - Use with Arexx	499.00
HiSoft Extended Library	69.95	Scala	149.00
HiSoft Power Basic	99.95	Scala 500 version	149.00
Hot Links for Pagestream	99.00	Scala Multimedia MM200	449
Hyperbook	139.95	Scene Generator	74.95
HyperHelpers	79.95	Sculpt Animate 3D scenes/objects	24.95
Imagine 2.0 PAL	349.00	Softclips vol II - people	109.95
Imagine Companion Book	49.95	Soft Faces Vol 1 for Final Copy	119.95
Imagine - Map Master add on	89.95	Soft Faces Vol 2 for Final Copy	119.00
Interchange S/V	79.95	Spritz Paint Prog	65.00
IntroCAD 2.0	Call	Superhack	99.95
Kara Anim Fonts 1,2,3	79.95	Super DJ	34.95

MUSIC

Advanced MIDI AMIGA sampler	220.95
Audio Engineer Jun	189.00
Audio Engineer Software	89.95
Audio Engineer Plus (Stereo Hware)	Call
Bars and Pipes	199.00
Bars and Pipes Professional	399.00
Bars and Pipes Extra Modules	Call
Deluxe Music Construction Set	99.95
Dr. T's Boom Box	79.95
Dr. T's Copyist Apprentice	149.00
Dr. T's Copyist DTP	449.00
Dr. T's Midi Rec Studio	109.95
Dr. T's Tiger Cub	129.95
Harmoni	149.95
JAM! Great w/Bars and Pipes	199.00
Kawai Fun Lab Keyboard	599.00
Keyboard Editors	Call
Midi Magic	299.00
Midi Interface	89.95
Music X	299.00
Music X Junior	Call
Perfect Sound 3.0	199.00

TOTAL

Print Param\$

...

21/06/1991

* Executing CLI Commands.

It is perfectly possible to launch an external program from AMOS. But in order to do so, you have to know some of the AmigaDos internal functions. That's why you will find on your updated disk a small program with a procedure called `_EXECUTE`. Just transmit an AmigaDos command to this procedure, and it will launch it out of AMOS. To run an external program, use:

```
_EXECUTE["RUN >NIL: <NIL:
Program_Name.AMOS"]
```

Programming - Advanced AMOS Techniques Copper lists are something that I have never heard AMOS users discuss. It seems to be an area that not too many choose to explore due to its complexity. A small understanding of assembler and hardware registers is required. For the more technical, the registers used from within AMOS correspond with the base address of the copper which is \$DFF000. Any register such as \$DFF180 (screen colour 0) is represented in AMOS as \$180 only.

It's a lot easier to read and debug programs. For our example below, you will need one BOB around 32 pixels across and down. It doesn't really matter too much on size or amount of colours, however, more colours make it more interesting. Most copper lists make use of colour registers. Ours, however, will be making use of the horizontal scroll register to make some freaky screen effects. Make a BOB bank containing one image and type in the following program.

.....

```
' Wavy Copper list by
' Sausage.
```

.....

```
Screen Open 0,320,300,32,Lowres
Rem USE 32 COLOURS TO OPEN THE
MAXIMUM SPACE FOR THE COPPER
Screen Hide 0
Flash Off : CIs 0
Wait Vbl
Copper Off : Rem SWITCH OFF THE COPPER
```

```
Cop Swap
CPPA : Rem GO TO CPPA TO DEFINE OUR OWN
LIST
```

```
Cop Swap : Rem SWITCH ON THE COPPER LIST
Bob 0,160,256,1
```

Do

```
Bob 0,X Screen(X Mouse),Y Screen(Y Mouse),
Wait Vbl
```

Loop

Procedure CPPA

```
Cop Move $E0,Logbase(0) : Rem start of
bitplane 0
```

```
Cop Move $E4,Logbase(1) : Rem 1
```

```
Cop Move $E8,Logbase(2) : Rem 2
```

```
Cop Move $EC,Logbase(3) : Rem 3
```

Rem LOGBASE HOLDS THE ADDRESS OF OUR SCREEN.

Rem WE THEN LET THE BIT PLANE POINTERS KNOW WHAT TO DISPLAY.

```
For A=$120 To $13C Step 2 : Cop Move A,0 :
Next A
```

```
Cop Move $8E,%101000100000001 : Rem
START AND STOP OF
```

```
Cop Move $90,%110010011000001 : Rem THE
DISPLAY WINDOW
```

```
Cop Move $92,$38 : Rem START OF BITPLANE
READ AREA
```

```
Cop Move $100,%100001000000000
```

```
Cop Move $102,0 : Rem SCROLL VALUE OF
THE BITPLANES
```

```
Cop Move $104,0 : Rem PRIORITY VALUE
```

```
Cop Move $108,0 : Rem MODULO FOR ODD
BITPLANES
```

```
Cop Move $10A,0 : Rem MODULO FOR EVEN
BITPLANES
```

```
Cop Move $96,%1000011111100000 : Rem SET
DMA
```

L=42

Rem DEFINE OUR SHARP WAVE AT THE TOP QUARTER OF THE SCREEN

```
For X=1 To 3
```

```
For A=1 To 20 : Read Q
```

```
Cop Wait 0,L : Inc L
```

```
Cop Move $102,Q
```

Next A

```
Restore DTA1
```

DTA1:

```
Data 119,153,187,204,221,221
```

```
Data 204,187,153,119,102,68
```

```
Data 34,17,0,0,17,34,68,102
```

Next X

Rem DEFINE A SMOOTHER WAVE FOR THE REST OF THE SCREEN

```
For X=1 To 5
```

```
For A=1 To 26 : Read Q
```

```
Cop Wait 0,L : Inc L
```

```
Cop Move $102,Q
```

Next A

```
Restore DTA2
```

DTA2:

```
Data 85,102,119,136,136,153,153,153,136,
136,119,102,85
```

```
Data 68,51,34,17,17,0,0,0,17,17,34,51,68
```

Next X

```
Cop Move $180,$0 : Rem DEFINE OUR FOUR
COLOURS
```

```
Cop Move $18A,$6D6
```

```
Cop Move $18C,$B0
```

```
Cop Move $18E,$80
```

End Proc

To explain the actual registers would be too much for a monthly column. To guide you into building your own CopperLists, I recommend you get a hold of some technical references like the System Programmers Guide or the Amiga Hardware Technical Reference Manual. The effect produced by this small routine is only a very simple task for the copper. Much more complicated Coppers can be designed with patience. Like AMOS itself, you are only limited by your imagination (and a few strict parameters).

Beginners' Corner

This month we start from scratch for those that are having an awful time with AMOS. I receive many calls daily from people who cannot even get started with AMOS and who don't want to go the expense of buying Easy AMOS. To begin with, we are going to learn how to get around AMOS with ease.

Load up your copy of AMOS. This area that is first presented to you is the EDITOR. This is where programs are written, edited, loaded and saved. For those of you who have read about BANKS, this is NOT the area where they are loaded. Press ESC and you will see a blue screen overlaid on an orange screen. The orange screen is our output screen.

This is the screen that is affected when we print text or put graphics on the screen. The blue screen is the actual DIRECT MODE BAR. This is where we can type commands to test things

MAESTRO *Super Executive* V32 MODEM

*"If you are still using a 2400 BPS modem - You could be barking up the wrong tree.
Perhaps its time you moved into the fast lane with the new Maestro 9600 BPS modem".*

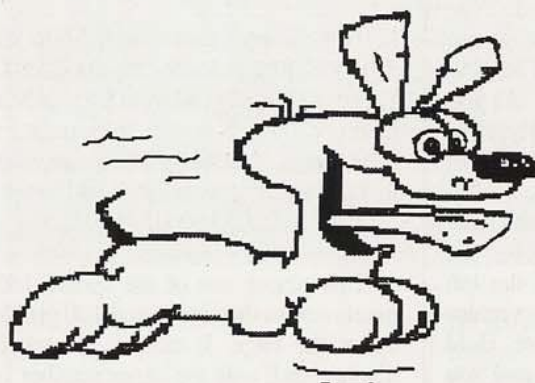
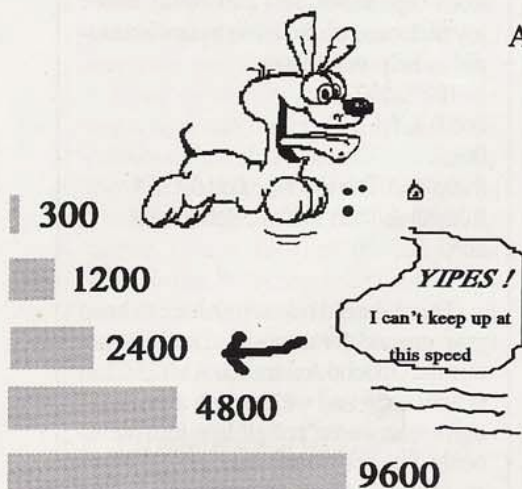
AUSTEL PERMIT #: A91/37D/0413

INCREDIBLE VALUE

\$599

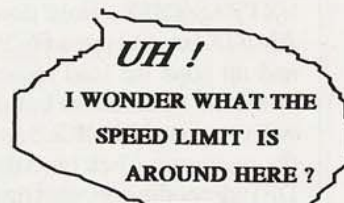
INC TAX

OTHERS SELL 2400 BPS MODEMS
FOR THIS PRICE
"CRAZY"



19200*

* MNP5 Depending on file
** V42 bis Depending on file



38400**

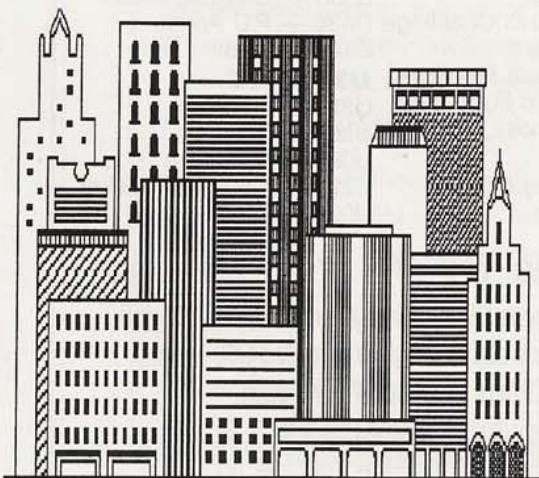
FEATURE SUMMARY:

- | | | | |
|--------------------------------|-----------------------------|-----------------------------------|----------------------------------|
| - CONSTANT SPEED DTE INTERFACE | - NON-VOLATILE RAM STORAGE | - CCITT V.42 ERROR CORRECTION | - MNP CLASS 2-4 ERROR CORRECTION |
| - AUTO-BAUD, AUTO-ANSWER | - ENHANCED "AT" COMMAND SET | - CCITT V.42 bis DATA COMPRESSION | - MNP CLASS 5 DATA COMPRESSION |
| - TONE AND PULSE DIALLING | - DTE SPEEDS TO 38,400BPS | - AUTOMATIC PROTOCOL NEGOTIATION | - TWO USER PROFILES IN NVRAM |

SPEEDS SUPPORTED:

V.32 - 9600BPS and 4800BPS, V.22 bis - 2400BPS, V.22 - 1200BPS, V.21 - 300BPS. ASYNCHRONOUS OR SYNCHRONOUS MODE SUPPORTED.

**AMIGA + MAESTRO 9600XR + GPFAX
= EQUALS =
SEND AND RECEIVE 9600BPS GROUP III CLASS 2 FAX**



9600XR FAX / DATA MODEM ONLY \$349 INC TAX

SEND AND RECEIVE FAX MODEM WITHOUT DATA COMPRESSION OR CORRECTION

IMAGINE RECEIVING FAXES IN THE BACKGROUND WHILE WORKING WITH YOUR FAVOURITE PAINT, WORD PROCESSOR OR DESKTOP PUBLISHER SOFTWARE. FAXES ORIGINATING FROM YOUR AMIGA ARE NOT ONLY CRISP AND EASY TO READ, AS THE CLARITY OF THE COMPUTER BASED GRAPHICS IS ASTOUNDING!

GPFAX SOFTWARE FOR THE AMIGA IS DESIGNED TO FULLY SUPPORT ALL THE CAPABILITIES OF THE 9600XR SERIES MODEMS. GPFAX SUPPORTS BOTH SEND AND RECEIVE FAX AND COMPLIES WITH THE TR29.2 STANDARD FOR GROUP 3 CLASS 2 FACSIMILE.

THE MAESTRO 9600XR WITH GPFAX WILL WORK ON ANY AMIGA BASED COMPUTER UNDER BOTH WORKBENCH 1.3 AND 2.0, IN PAL OR NTSC MODES. A GRAPHICAL INTERFACE PROVIDES YOU WITH A "POINT-AND-CLICK" METHOD OF SELECTING PROGRAM FUNCTIONS. GPFAX REQUIRES AT LEAST 1 MEGABYTE OF MEMORY TO OPERATE. IT IS HIGHLY RECOMMENDED HOWEVER, TO UTILISE AT LEAST 1 MEG OF CHIP MEMORY, 500K OF FAST MEMORY AND A HARD DISK DRIVE TO OBTAIN THE BEST PERFORMANCE.

14 DAY MONEY BACK GUARANTEE

IF YOUR MAESTRO 9600XR MODEM DOES NOT PERFORM TO YOUR REQUIREMENTS THEN YOU MAY RETURN IT WITHIN 14 DAYS FOR A REFUND. (14 DAYS FROM DATE OF PURCHASE)

AUSTEL PERMIT
C88/37A/145

Contact MAESTRO PTY. LTD. direct: Tel: (06) 239-2369, Fax: (06) 239-2370
PO BOX 1266, FYSHWICK, ACT - Unit 2 13-15 Townsville Street FYSHWICK, ACT, 2609

like objects or colours that appear on our output screen.

Let's try some things out. Type COLOUR 1,\$F00 and then press return. Our output screen will turn red. Type CLS 0 and return. Our output screen will be cleared. From DIRECT MODE is where we load our BANKS. As you will have read, there are several types of banks that we can load, ranging from SPRITE banks, MUSIC banks, DATA banks, and so on. Let's load a bank from the SPRITE_600 file on the EXTRAS4DISK. Hold down the left AMIGA key and press F6. Press return and up pops the load requester. Hold down the right mouse button and you will get a list of DEVICES appear inside the requester. Click on either DF0: or DF1: depending on what drive the EXTRAS DISK is in. Click on the SPRITE_600 directory and then on any subject directory. Now click twice on any file you see. The requester will disappear and nothing will appear to

happen. If we type the command, LISTBANK and press return, we will see similar to the following:

```
1 - SPRITES $400245 $5
```

This means that the BANK of SPRITES that we loaded in, is in BANK 1, and is located at address \$400245 in memory (which is not important to most users), and there are five images in it. Your values may be a little different.

```
Type: BOB 0,160,100,1
```

This places one of the sprites 160 pixels across the screen and 100 pixels down the page. It makes our sprite display itself with the image number 1. But the colours are a little horrible, aren't they? Simply type GET SPRITE PALETTE.

Exercise

Learn to use the joystick command JOY and write a small program that

moves our sprite around in four directions (up, down, left and right) under joystick control. Below is a small example to help you learn:

```
X=160:Y=100
```

```
Bob 0,X,Y,1
```

```
Do
```

```
If Joy(0)=1 Then Y=Y-1 : Bob 0,X,Y,1
```

```
If Joy(0)=2 Then Y=Y+1 : Bob 0,X,Y,1
```

```
Loop
```

There should be enough here to keep you amused for a month. Don't forget that the Official Australian AMOS Club is now open and welcoming all AMOS users who weren't eligible to join previously. I hope to bring support to those of you as well. Write to me at:

Australian AMOS Users Club,
PO Box 253,
Rydalmere 2116.

BBS users can either contact me on the Predators BBS or on the HYPERNET, if your local board supports it.

PCM COMPUTERS

GVP 530 40MHz Combo to suite A500
1Mb 32bit RAM and 52Mb Quantum hard drive \$1750
Call for changeover option

A2000 GVP SERIES 2 COMBO ACCELERATOR, 25MHZ, 1MB 32 BIT RAM.
CHANGE OVER PRICE ONLY \$899.00

AX - RAMWITH 2Mb RAM FITTED Will address 2Mb Chip RAM \$310.00

AX - RAMWITH 4Mb RAM FITTED Will address 2Mb Chip RAM \$450.00

2MB CHIP RAM AGNUS \$85.00

125 Mb IDE internal hard drive for the A500 inc Controller \$990.00

DCTV PAL DIGITISER, DISPLAYS 24 BIT IMAGES \$975.00

A2000 GVP SERIES 2, 52Q \$745.00

A2000 GVP SERIES 2, 120Q \$1049.00

A500 GVP SERIES 2, 52Q \$879.00

A500 GVP SERIES 2, 120Q + NEW FASTROM \$1280.00

RAM TO SUIT ALL GVP CONTROLLERS PER 1MB \$65.00

A2000 25MHz Accelerator 68030, 68882 FPU 1Mb 32Bit RAM \$1175.00

A2000 40MHz Accelerator 68030, 68882 FPU 4Mb 32Bit RAM \$2099.00

RAM 1 MEG x 4 DRAMS TO SUIT 2MB CHIPRAM MODULES \$40.00

RAM 1 x 4 ZIPPS TO SUIT A3000 \$45.00

AT 286 16 MHZ A500 GVP INTERNAL EMULATOR \$580.00

AMIGA HARDWARE VIRUS DETECTOR \$35.00

MOUSE QTRONIX (NYLON ROLLERS + MICRO SWITCHES) \$39.00

POWERCOPY+ POWERDEVICE (THE ULTIMATE COPIER) \$80.00

DIGITAL SOUND STUDIO BY GVP \$170.00

5 1/4" DISK DRIVE SUITS ALL AMIGAS (V-DRIVE) 1.2 MB \$210.00

ALL AMIGA AND IBM REPAIRS AND UPGRADES CALL

A500,2000 3.5" REPLACEMENT DRIVE \$125.00

PUBLIC DOMAIN SOFTWARE

Prices subject to change without notice

PCM COMPUTERS PTY LTD

PO BOX 70 NOBLE PARK 3174

Phone: (03) 701-0343 • Fax: (03) 701-0077

Ring for
a free
list

HARGWARE AMIGA P.D

In association with:

Strictly P.D of England

Ph: (06) 288 6946

Fax: (06) 299 1473

PO Box 3972

Weston Creek ACT 2611

GAMES:

G339 — Games Bonanza

G001 — All New Star Trek

G337 — Storyland II

G338 — No Mans Land

G310 — Survivor

G342 — Down Hill Challenge

G278 — Air Ace II

G363 — Raphaels Revenge

G362 — Galactic Food Fight

G292 — Sealance

DEMOS

D237 — Phenomena Demo

D089 — Star Trek Anim

D451 — Virtual Worlds

D423 — Walker Vs Amy

D185 — Elvira Activities

D436 — P.D Anims

D112 — Stealthy II

UTILITIES

U326 — Amigafox

U082 — Voices

U089 — Flexibase

U299 — Slideshow Maker

U079 — Electrocad

MUSIC

M103 — Megabyte Mixes

Digital Concerts

FISH T-BAG CLIP-ART 17 BIT VIRUS FREE

\$2.00 Catalogue Disk. Delivery service for ACT region.

Brand name blank diskettes for only \$1.00 each!!!

Orders dispatched same day!!!

PO Box 3072, Weston Creek ACT 2611.

Ph: (06) 288 6946 Fax: (06) 299 1473

Mon-Fri 4.30pm - 10pm Sat-Sun 9am - 7pm



Phoenix
MICROTECHNOLOGIES PTY LTD

The
AMIGA
Specialists

DEALER ENQUIRIES INVITED

**18 HAMPTON ROAD, KESWICK,
SOUTH AUSTRALIA 5035
TELEPHONE (08) 293 8752
FACSIMILE (08) 293 8814**

Phoenix video support!

We are able to supply a complete range of equipment to make your Amiga a video studio.

Electronic Design Genlocks

PAL composite

Y/C (Super VHS)

These are German made high quality genlocks.

\$829

\$1249

Paint, Digitise and Display systems DCTV breaks the 4096 colour barrier

\$995

As a Commodore dealer, let us quote for your video system including computer.
We can tailor a system for you.

Colour Digitiser*

Digitise straight from a colour camera or paused VCR with no need for filter wheels. Provision for both SVHS and composite input Outstanding quality and convenience. Complete with ColourView Software

\$399

Send for a disk with examples

\$5.00

A1000/Phoenix board owners should order parallel port adapter

\$35.00

Compatible with A3000, System 2.0 and Digiview software

Blizzard Board

**Introducing the combination of
14MHz Accelerator and 8Mb
board all in one**

It attaches to the 68000 socket. Suits the A500, A2000, A1000 & Phoenix Board. Features 14MHz 68000, 512k Shadow Ram to load Kickstarts, can be configured 2,3,4,5,6,8 MB using 256x4 or 1mx4 Chips (mixing is possible). 2 years producer warranty.

Ok unpopulated

\$399

with Shadow RAM

\$450

Phoenix Board*

Replacement Motherboard -AMIGA 1000

Now shipping from stock

Complete with - Obese (1Mb) Agnus, 2Megs

RAM (1Mb Chip) on motherboard, 68881/2

Socket, Drive Swap Switch, Sockets for 4K/

starts (1.3 ROM supplied) with 2 way switch,

SCSI controller on main board, A2000

Expansion Slot & Video Slot, Battery Backed

Clock.

\$845

Multivision Deinterlacer

Multivision 500/2000 card video deinterlacer

for A500/A2000 and

the Phoenix board

\$325

*Bonus Software, now with the original Opus I Utility

Super Phoenix Board*

(2Mb chip RAM)

\$995

Internal Hard Drives - These are Quantum SCSI

Hard Drives that fit inside your original

AMIGA 1000 case.52Mb

\$545

These prices include a mounting kit and

cables 105Mb

\$745

Accessories

SCSI Extension Cable

\$30

Right angled brackets

\$45

for video port

8Meg Boards for A1000's*

1 - Meg populated

\$399

2 - Meg populated

\$499

**MADE IN
AUSTRALIA**

Hours

**Mon-Fri 8:45am 6.00pm
Sat 10:00am - 1:00pm**

ICD Flicker Free Video 2 \$495

Compact deinterlacer for A500.

AdRAM 540 \$199

Easily adds a battery backed-up clock and up to 4Mb of ram inside your A500

AdRAM 560 \$385

Adds an additional 2Mb to your AdRAM 540.

Fully populated and tested.

Kickstart Swap Board* \$59

3 ROM Sockets + Ribbon Cable

Video Breakout Box - Scart

SVHS and RCA inputs and outputs Connect equipment with any type of connector

\$69

Audio Digitisers * \$55

Complete with software

ACE Analogue Joystick Adapters*

Use IBM joystick with the latest flight simulators

\$35

Phoenix Screen Filters \$25

Reduces Interface flicker

2Mb Chip RAM for A500 (Kit)

Brings the Amiga 500 up to the 3000 standard of 2Mb of chip RAM.(Not Suitable for Beginners)

Kit with Ram only

\$299

Micromouse boards

Repair Commodore mice

\$15

Phoenix SCSI Box*

Basic box, including cables

\$129

Add a second SCSI drive to a A590 or any Amiga with a SCSI port. Complete with power, LED and fan. Installation not suitable for beginners

With H/Drive + 20Mb

\$375

or a 52 Mb H/Drive

\$545

or a 105 Mb H/Drive

\$795



DONT PANIC

AMI-TECH

For the latest in

Amiga Technology

Tel (02) 544 1874

CALL ROB NOW

GVP

Amitech are now the ICD distributor for Australia

IMPACT 500 52Mb Quantum Hard Drive Plus
IMPACT 500 120Mb Quantum Hard Drive Plus
Ex Demo Units
PC286 16 Emulator to suit

\$899
\$1199
Call
\$469

IMPACT 2000 Card only
IMPACT 2000 Hard Card with 52Mb Quantum
IMPACT 2000 Hard Card with 120Mb Quantum
IMPACT 2000 Hard Card with other drives
RAM to suit these cards 2Mb

\$345
\$795
\$1095
Call
\$170

GVP G-Force 68030 Accelerator 25 Mhz 1Mb
GVP G-Force 68030 Accelerator 40 Mhz 4Mb
GVP G-Force 68030 Accelerator 50 Mhz 4Mb
GVP 68040 Accelerator for A2000/A3000
4 Mb SIMM to suit Accelerators
Digital Sound Studio sound digitiser
GVP A500 68030 Accelerator 40 Mhz

\$1195
\$1995
\$3599
Call
\$545
\$175
Call

**Super Special
VXL Memory
boards \$475**

Hard Drive Mechanisms

These units suit A590 upgrades, and most SCSI controllers. External cases available. Call for other sizes.

52 Mb Quantum
120 Mb Quantum
240 Mb Quantum

\$475
\$670
\$1275

Removable Media

Syquest 44 Mb Removable Media
drive 1 cartridge
Syquest 88 Mb Removable Syquest
External cases and power supply to suit
20 Mb Floptical Drive and cartridges

\$795
\$1050
\$245
Call

Floppy Drives

NEW 1.44 Mb High Density floppy
for A500, A2000

Internal 3.5" Drive A2000
Internal 3.5" Drive A500
External Roctec Super-Slim 3.5" Drive
External 5.25" Drives

\$199
\$175
\$175
\$165
Call

Video Products

DCTV 24bit digitiser/animation
Rocgen Genlock
GVP IV-24 Incredible!
ICD Flicker Free II

\$995
\$369
Call
\$475
\$745

SCANNER & OCR

Memory Expansion

ICD AdRAM for Amiga 500. Plugs into A501 slot, provides space for 4Mb including 1Mb Chip RAM. The most reliable and compatible of this type of expansions.

Price with 1Mb
Price per extra Mb
GVP RAM 8 for Amiga 2000 2Mb fitted,
space for 8Mb
Ex Demo 2Mb card for A2000
8Mb card for A2000
Amiga 3000 Static Column Mode
FAST RAM per Mb
GVP RAM - see GVP section
X RAM Units 2Mb Chip

\$245
\$90
\$395
\$245
\$295
\$130
+\$445

Accelerators

GVP G-Force - see GVP section
VXL-30 68030 accelerator for A500 25Mhz Flash 2Meg
VXL-30 68030 accelerator for A500 40Mhz Flash 2Meg
Rocket Launcher 50Mhz speed-up for Commodore 2630 card
Progressive peripherals 68040 / Accelerator boards
Mega Midget Racer for A500 68030 Static RAM option
ICD ADSpeed 16 Mhz for Amiga 500
Blizzard Boards 14Mhz and RAM (Up to 8MB)

\$949
\$1259
\$995
From \$2700
Call
\$360
\$395

Demos & Specials

A500 512K with mouse, manuals, original Workbench disks.
A501 Expansions
SRAM 500
8Mb RAM card for A2000
AT-Once emulator
A2091 Hard Card with 52Mb Quantum
A590 20Mb Hard Drive with 2Mb RAM
A500 Revision 6A Motherboard Upgrade
Workbench 2.04 ROM
*A3000 Workbench 2.x ROM Upgrade
Kickboard (allows 2 or 3 kickstarts switchable) from
BIGFOOT 200W Power Supply for Amiga 500
ALL CUSTOM CHIPS
Ex Demo 2620, 2630, GVP

\$395
\$49
\$275
\$295
\$399
\$575
\$599
\$245
\$89
\$95
\$49
\$175
Call
Call

We sell NEW and USED Amigas
We happily accept trade-ins

We carry Software, so ring for our best price on Software
If you don't see it listed here . . . we probably have it.
CALL FOR OUR BEST PRICE.
Technical and Service enquiries welcome


CSA

Amitech are the exclusive distributor of CSA products in Australia

'38' Special

A highly advanced version of the popular Mega-Midget Racer offering a faster CPU with Memory Management Unit, zero wait-state Static RAM support and an optimized Dynamic RAM controller rated at 40MHz.

- 50MHz 68030 with MMU, clocked at 38MHz for reliability
- 50MHz 68882 math co-processor clocked at 50MHz
- Zero wait-state Static RAM support; 512K, 1M or 2MB
- Supports CSA's hardware remapping of Kickstart ROM for caching of OS (1.3 or 2.0). SRAM is optional
- Optimised Dynamic RAM controlled rated at 40MHz.
- Special software for relocation of K.S. into 32-bit DRAM.
- Designed for incredible through-put using low-cost memory.
- Reliable surface mount design.
- Hardware and software selectable 68000 mode.

The 38 Special comes out of the box with enough horsepower to compete with the fastest 68030's. This less modular approach requires that you purchase the 50MHz 68030, 50MHz 6882 and 4 or 8MB's of optimised 32-bit RAM, all installed at the factory. (Dubbed the 'Flying Wedge' a 38 Special installed into an Amiga 500 out-benchmarks an Amiga 3000 by 40%!) 

Amiga 500/2000
\$1575

Watch this space! Watch this space! Watch this space! Watch this space! Watch this space!
This space will be the first place to look if you want to see the latest for the best price.
\$475

Super Special VXL Memory boards

BLIZZARD BOARD - This is a 14MHz Acc. board running a bit faster than this by use of 32bit cache areas. Blizzard Boards have a big advantage over other types of speed-up boards because they have room for **UP TO 8 meg of RAM on board**. It also has room on board to copy the KICKSTART image into ROM. At \$395 they make a good investment.

SUNRISE 16 bit sound cards - At last the long awaited cards have been released. The 1016 card is a full 9 track STEREO digitizer/sampler giving up to 45 Mhz sample rates (5 times as high as a CD) with full real time editing capabilities, whilst saving direct to hard disk or other mass storage media.

Now some real professional gear for the Amiga,

VXL Mem Boards - Yep, don't faint. At long last MICROBIOTICS have got round to releasing this elusive board. Now all you poor users who outlayed good gold for the VXL accelerator Board can get some real use out of them! The VXL memory boards come with 2 megs of BURST mode RAM fitted. At my test the VXL at last reaches true speeds of a 25Mhz '030.

DATAFLYER Express HD's - This is a new release of my favorite HD controller with a much faster system than the older type. Comes with eight meg mem expansion fitted. I have sold these units for a long time and never had one returned as faulty. (a HD died once but never a controller) These are high quality, budget priced A500 units.

DELUX PAINT 4.1 - I have been selling this upgraded version for around 2 months, I wonder why Electronic Arts still haven't introduced it to us in Australia?

IMAGE MASTER - A release by BLACKBELT Software that does far more in the graphics world than ADPro. It also does DigiView type work but with far greater advantages.

Mega Midget Racer

20-50MHz for your A500 or A2000

Low-cost, modular and variable frequency 68030 accelerator that replaces your original 68000 CPU.

Supports a 68030 or 68EC030 microprocessor at clock frequencies of 20 to 33MHz. Supports a 68881/2 math co-processor at clock frequencies of 20 to 50MHz. Allows 512K, 1M or 2MB of Static RAM to be added for general use as well as hardware remapping of Kickstart ROM (1.3 or 2.0), which acts as a cache for the OS. 1, 2, 4 or 8MB's of additional 32-bit DRAM can be added with the CSA Mega-Memory daughter board. Reliable surface-mount design. Hardware and software selectable 68000 mode. Excellent reviews in all major Amiga publications.

Amiga 500/2000
From \$875

Accelerator can be purchased with just the 68030 installed or with a math co-processor, Static RAM and/or a Dynamic RAM daughter board.

The Mega-Midget Racer comes with a 20, 25 or 33 MHz 68030 or 68EC030 installed

- Maths co-processor - 68881/2 at 20 to 50MHz
- Static RAM - 512k, 1M or 2MB's
- Dynamic RAM - Daughter board purchase with 1, 2, 4 or 8 MB's of 32-bit RAM installed

ROCKET LAUNCHER

This multi-layer, double sided surface-mount, high-speed module requires the removal of the 68030 & 6882 chips from your A2630 accelerator. Once removed, this module plugs into your empty 68030 socket providing a 50MHz 68030 CPU and 50MHz 6882 FPU.

- 50MHz 68030 microprocessor clocked at 50MHz!
- 50MHz 68882 math co-processor clocked at 50MHz!
- Full 68030 with Memory Management Unit (MMU)
- Six layer, double-sided surface-mount design.
- Blazing fast (5ns) proprietary logic allows CPU/DRAM access to remain constant: no synchronization delays.
- Module allows plug and play operation.
- No software required
- Keep your present compatibility.

Amiga 500/2000
\$975

Where will you find us? Upstairs Above the Estate Agents
Shop /104 Cronulla Street Cronulla NSW
Phone Orders are welcome

Phone (02) 544 1874
Fax (02) 544 1873
Cheesburger BBS (02) 544 1248



PMA Ami.ACAR992

You Can CanDo

Tutorial No. 6

A Simple Paint Program

by Greg Abernethy

This month's tutorial will be a very simple paint program, demonstrating how CanDo's graphic commands are used. I have designed the program using three buttons and a field. You can select a tool and a colour and create a drawing on the canvas. You can clear the current drawing, or undo an error using the undo feature.

Although the program is very simple and has no LOAD or SAVE feature, (I will explain at the end of the tutorial how to add these features), it is a good way of demonstrating the use of the various graphic commands, in conjunction with the mouse and a button as a canvas for drawing.

Button scripts

CanDo buttons have four events that can contain scripts. The events are:

1) CLICK - when the mouse pointer is positioned over the button and the left mouse button is clicked, the script attached to this event is performed.

2) DRAG - when the mouse pointer is dragged over the button as the left mouse button is held down, the script attached to this event is performed.

3) RELEASE - when the mouse pointer is positioned over the button and the left mouse button is released, the script attached to this event is performed.

4) DOUBLE CLICK - when the mouse is positioned over the button and the left mouse button

is clicked twice, the script attached to this event is performed.

The DOUBLE-CLICK event is not really suitable for this type of application, so we will ignore it in this tutorial. Using these events, it is possible to use a button as a canvas for painting. We can determine where the user first clicked on the button, where the mouse pointer is being moved on the button, and finally the location of the mouse pointer when the left mouse button is released. In this way we can draw lines, circles, rectangles and other geometric shapes using information gained from these events.

Getting started

The paint program will be designed using a single card. I have used a 32 colour low-resolution screen. If you want to experiment with a medium-resolution screen, you will need to double all x-coordinate values, as strange results may occur if this is not done.

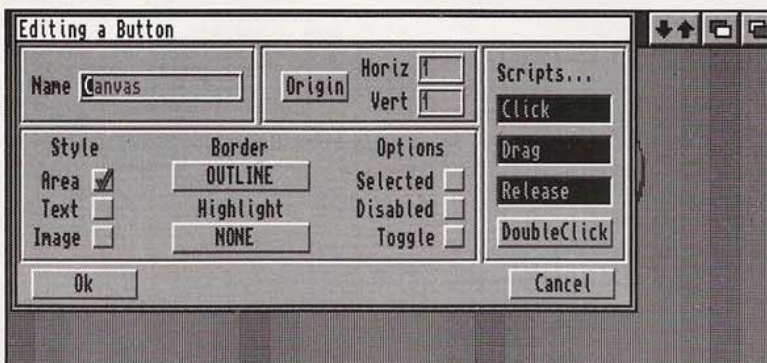
The SCREEN setup is as follows;
320 x 256, 32 Colours - No Window Objects.

The screen has no borders and must be opened on its own screen.

Next we will write the AFTER-STARTUP script to set-up our paint program with a CANVAS, PALETTE and TOOL panel. The AFTER-STARTUP script is as follows;

```
Let t[1] = "Sketch"
Let t[2] = "Line"
Let t[3] = "Rect"
Let t[4] = "A Rect"
Let t[5] = "CLEAR"
Let t[6] = "Circle"
Let t[7] = "F Circ"
Let t[8] = "Paint"
Let t[9] = "Erase"
Let t[10] = "UNDO"
Let x1 = 0
Let y1 = 181
Let y2 = 212
SetPen 2
Let x = 1
Loop
  DrawRectangle x1,181,64,32
  PrintText CenterString(t[x],8),x1,193
  DrawRectangle x1,212,64,32
  PrintText CenterString(t[x + 5],8),x1,224
  Let x = x + 1
  Let x1 = x1 + 64
Until x => 6
Let x = 4
Let x1 = 1
Loop
  SetPen x
  AreaRectangle x1,153,10,15
  Let x1 = x1 + 10
  Let x = x + 1
Until x = 32
SetPen 1
DrawRectangle x1,153,38,15
Let CurrentPen = 0
```

This script sets up our page. Firstly, we store the TOOL NAMES in an array (more on ARRAYS and RECORDS in future tutorials). In this way we can use a loop to display the various tool names in their correct positions on the TOOL panel. Next, we draw the buttons for each tool and at the same time insert the names of each tool in the correct location. This is done by incrementing the x-coordinate and drawing rectangles using Pen 2.



The loop is performed five times, as we can draw the top and bottom rectangles in the panel at the same time, and insert the tool's name at the same time.

Now we will draw our PALETTE on the screen and a rectangle to show the current colour that has been selected by the user. Finally, we set the CurrentPen variable to 0, as this is our starting colour. I have designed the paint program using Workbench 2.0 colours. If you are using Workbench 1.3 some of the colours may vary. Experiment to get a suitable screen display.

Creating the buttons

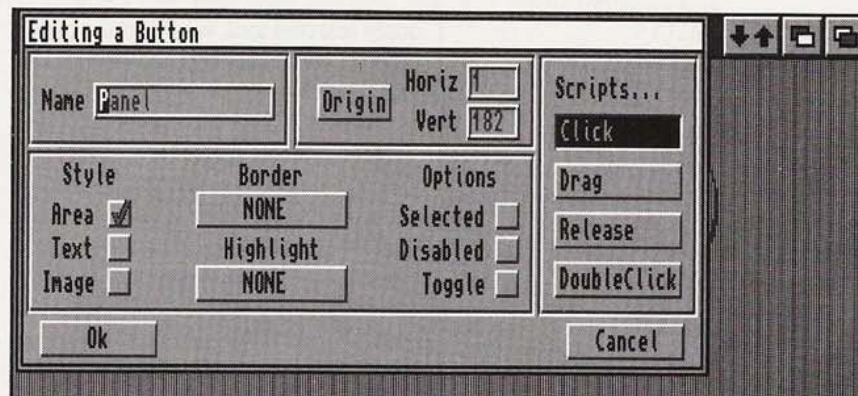
We will now create the three buttons to be used in the paint program. The specifications for each button are listed below, along with the script for each button and an explanation of each button's function.

TOOL BUTTON

Name: Panel
 Origin: x = 1
 y = 182
 Size: width = 318
 height = 62
 Border: NONE
 Highlight: NONE
 CLICK EVENT script;

 Let OldTool = Tool
 Let xloc = MouseX - 1

Let yloc = MouseY - 182
 Let xloc = xloc%64
 Let yloc = yloc%32
 Let y = yloc * 4
 Let yloc = yloc + y
 Let Tool = xloc + yloc + 1
 If Tool = 5
 SetPen 0
 AreaRectangle 1,1,318,150
 Let Tool = OldTool
 Elseif Tool = 10
 Transparent OFF



Now available
at your dealer's

A-Max II Plus

Internal Mac emulator card for Amiga 2000/3000

- Amiga drives read, write & format Mac disks
- Two serial ports; AppleTalk® compatible
- Built-in Mac compatible MIDI interface

Contact 2.0

- Phone numbers, addresses instantly
- Made in Oz; 470 sold to USA as of 9 June

Desktop Utilities

PO Box 3053, Manuka, ACT 2603
 Phone (06) 239 6658 Fax 239 6619 BBS 239 6659

POPULAR MODULE EXCHANGE SERVICE

PARCOM Pty Ltd

Whites Hill Shopping Village
 Samuel St
 Camp Hill, Qld 4152
 (07) 395 2211

GAINRUN Pty Ltd

7/27 Justin Street
 Smithfield
 NSW 2164
 (02) 757 1055

Send your PCB, PSU, Drive or Mouse
for next day replacement.

Reconditioned Modules available for
most models e.g.

C64, 64C, 1541II PCB	\$99.00
A500 PCB	\$129.00
AMIGA DRIVE	\$200.00
MOUSE	\$50.00
A500 PSU	\$75.00

**ALL ITEMS MUST BE COMPLETE AND
IN SERVICEABLE CONDITION**

**THREE MONTHS WARRANTY
ON ALL MODULES**

PLEASE CALL FOR FURTHER DETAILS

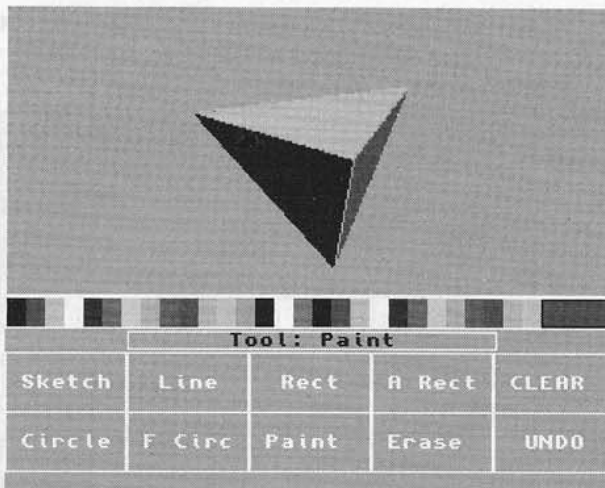
Next, we set the Pen to our CurrentPen and then use the FloodFill command to fill the box on the right of the PALLETTE Panel.

CANVAS BUTTON

Name: Canvas
Origin: x = 1
y = 1
Size: width = 318
height = 150
Border: OUTLINE
Highlight: NONE

The CANVAS BUTTON is the most difficult button to design as all three events, CLICK/DRAG/RELEASE, are used. I will explain the CLICK script and briefly describe the DRAG and RELEASE scripts.

CLICK EVENT script;
ClipBrush 1,1,318,150,"Clip",CHIP
Let xOld = MouseX
Let yOld = MouseY



MovePen xOld,yOld

This is another very small script but is also important. The first line enables us to grab the current drawing on the canvas before any new drawing is done. In this way, if an error is made, the user can click on UNDO and have the clipped brush redisplayed on the screen.

Next, the x and y locations of the mouse are placed into variables for use in the DRAG and RELEASE scripts. Lastly, the current Pen location is moved to the current x and y coordinates. At this time the user has clicked on the canvas and is about to perform an operation, whether it be drawing a line or filling an area with colour.

DRAG EVENT SCRIPT

FastFeedBack TRUE
SetPen CurrentPen
If Tool = 1

DrawLine

xOld,yOld,MouseX,MouseY
Let xOld = MouseX
Let yOld = MouseY
ExitScript
Elseif Tool = 2
SetDrawMode COMPLEMENT
RayTo MouseX,MouseY
RayTo MouseX,MouseY
SetDrawMode NORMAL

AMIGA pd CONNECTION
P.O. BOX 1799
TUGGERANONG A.C.T.
2901

PHONE : (a.h.) 06-2921054

DISKS YOU SHOULDN'T BE WITHOUT!!!!

1358 LABEL BASE 3 (Database)
1388 C64EM. ST EM. MESSYDOS
1393 LAND BUILDER V3.2 (Like Vista but cheaper)
1369 OPTI UTILS 2 (Need I say more!!!!)
1238 and 1239 TARROT (What secrets do the stars hold for you)
1243 GAMES GALORE 8 (From Gary Henderson)
1394 PROTRAKER V1.2
1375 CRYSTAL SYMPHONIS
1357 CD PLAYER MUSIC DISK
1374 IRIS ANIM (1 Meg)
1385 QUICK BENCH (Ram res)

Plus thousands more listed in catalogue

MUSIC

1227 PARTY MUSIC WINNERS
1231 DRUMS + PIPES
1175 COMPLEX UNIVERSAL
1181 ZERO DEFECTS MUSIC
1292 EXXON MUSIC DISK

GAMES

1373 LAMATRON
1354 RETURN TO EARTH
1351 WIZZYS QUEST
1342 CASTLE ADVENTURE
WHEEL OF FORTUNE
TILES - TETRIX - COIN DROP
MISSILE COMMAND-GOMOKU
DOWNHILL CHALLENGE
DEFENDA - ROLLERPEDE
AIR ACE - PETERS QUEST

PHONE OR WRITE FOR CATALOGUE

THE VERY BEST IN VIRUS FREE PUBLIC DOMAIN

FRED FISH - 17 BIT - AMICUS - T-BAG - FAUG
AMIGAN - AMIGOZ - 2 DISK CATALOGUE \$6.00

PAY ONLY \$3.00 PER DISK - CHEQUE - BANKCARD - MASTER CARD

Golden Gate

**NOW
Available**

386SX 25Mhz Bridgeboard
Amiga 2000/3000
256 Colour VGA/SVGA/EGA/CGA

\$1195

ATonce-Plus

286-16Mhz IBM-AT-Emulator
Amiga 500 / 1000 / 2000

\$499

20/40 Mb Floptical drive

\$649

20/40 Mb from a 3.5" disk for \$39

Roctec Harddrives for A500

40/52/85/105/125Mb with space for 8Mb RAM
from **\$729**

Phone for details on all items

Fonhof Computer Supplies

64 Cross Street, Baulkham Hills NSW 2153
Phone: (02) 639 7718 Fax: (02) 639 5995


```

ExitScript
Elseif Tool = 3
  SetDrawMode COMPLEMENT
  DrawRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
  DrawRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
  SetDrawMode NORMAL
  ExitScript
Elseif Tool = 4
  SetDrawMode COMPLEMENT
  AreaRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
  AreaRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
  SetDrawMode NORMAL
  ExitScript
Elseif Tool = 6
  SetDrawMode COMPLEMENT
  DrawEllipse xOld,yOld,MouseX-
xOld,MouseY-yOld
  DrawEllipse xOld,yOld,MouseX-
xOld,MouseY-yOld
  SetDrawMode NORMAL
  ExitScript
Elseif Tool = 7
  SetDrawMode COMPLEMENT
  AreaEllipse xOld,yOld,MouseX-
xOld,MouseY-yOld
  AreaEllipse xOld,yOld,MouseX-
xOld,MouseY-yOld
  SetDrawMode NORMAL
  ExitScript
Elseif Tool = 9
  SetPen 0
  AreaRectangle mouseX - 1, mouseY - 1, 2, 2
EndIf

```

This script is fairly involved. Firstly, FASTFEEDBACK is set to TRUE to enable each point to be drawn as the mouse pointer is dragged across the canvas. Next, we perform the appropriate routine depending on which tool is currently being used. TOOL 1 is the SKETCH tool. While the pointer is being dragged, a line is drawn from the pointer's previous location to the pointer's current location.

TOOLS 2, 3, 4, 6 and 7 draw the selected geometric shape continually while the pointer is dragged across the canvas. COMPLEMENT mode is used when drawing the shapes to erase the previous shape as the pointer is moved. This gives a RUBBERBANDING effect seen on all graphic programs on the Amiga.

TOOL 9 is the ERASER TOOL that draws a small filled rectangle at the pointers x and y location, using colour 0.

RELEASE EVENT SCRIPT

```

Transparent OFF
SetPen CurrentPen
If Tool = 2
  DrawLine xOld,yOld,MouseX,MouseY
Elseif Tool = 3
  DrawRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
Elseif Tool = 4
  AreaRectangle xOld,yOld,MouseX-
xOld,MouseY-yOld
Elseif Tool = 6
  Let xradius = Absolute(MouseX-xOld)
  Let xrad1 = xradius + xOld
  Let xrad2 = xOld - xradius
  If xrad1 > 318
    Let xradius = 318 - xOld
  EndIf
  If xrad2 < 2
    Let xradius = xOld - 2
  EndIf
  Let yradius = Absolute(MouseY-yOld)
  Let yrad1 = yradius + yOld
  Let yrad2 = yOld - yradius
  If yrad1 > 147
    Let yradius = 147 - yOld
  EndIf
  If yrad2 < 2
    Let yradius = yOld - 2
  EndIf
  DrawEllipse xOld,yOld,xradius,yradius
Elseif Tool = 7
  Let xradius = Absolute(MouseX-xOld)
  Let xrad1 = xradius + xOld
  Let xrad2 = xOld - xradius
  If xrad1 > 318
    Let xradius = 318 - xOld
  EndIf
  If xrad2 < 2
    Let xradius = xOld - 2
  EndIf
  Let yradius = Absolute(MouseY-yOld)
  Let yrad1 = yradius + yOld
  Let yrad2 = yOld - yradius
  If yrad1 > 148
    Let yradius = 148 - yOld
  EndIf
  If yrad2 < 2
    Let yradius = yOld - 2
  EndIf
  AreaEllipse xOld,yOld,xradius,yradius
Elseif Tool = 8
  SetPen CurrentPen

```

```

FloodFill xOld,yOld
EndIf

```

The RELEASE script routines 2, 3, 4, 6 and 7 draw the geometric shape in the correct location, using the current colour, when the user releases the left mouse button. I added a check in the CIRCLE routines to ensure that the circles were not drawn outside the canvas.

TOOL 8 is the FLOODFILL tool and fills the selected area with the current colour.

TOOL MESSAGE FIELD

The last item to create is the field to display the name of the current TOOL. The dimensions are;

NAME: Tool

Origin: x = 65

y = 171

Width: 192 Centre-Justified

Border: OUTLINE

Once you have created the field save all work, and then test it. Select a tool, notice that the field is set to the current tool's name, and begin drawing. It would be a good program for kids who would like to tinker in a safe environment.

Final Words

Admittedly, the paint program is rather basic, but I created it in an hour, and many enhancements can be added. A colour palette could be created to allow the user to edit palette colours, a picture could be used as a background instead of the plain screen.

More tools could be added, and switchable screen modes, using two cards, could be utilised. LOAD and SAVE routines can be added as MENU options, using a file requester to get the picture's filename and then clipping the canvas picture using the coordinates supplied. This would enable loading and saving of IFF files, that could be transferred into other paint programs. If you enhance this program, could you send me a copy c/- ACAR as I would be very interested.

Next month, I will demonstrate the use of Array and Record variables.

Fax 558 1884

* Cost of a local call

C64/128 C64/128

September 92 ACAR

For Beginners Andy's Attic

Bulletin Boards Part 2 - Starting Your Own

Andrew Leniart continues his look at the world of Bulletin Board Systems. Thinking of starting your own? Here's a few pointers on what you'll need.

Fortunately, BBS software for the Amiga has progressed in leaps and bounds in the last few years, so starting up your own BBS is relatively simple. The following is not meant to be a tutorial on how to set up any one particular piece of software. Rather, it's written to give you an idea of the amount of work and madness you will be getting yourself into.

Storage

First thing you need to think about is the amount of storage space that you can devote to your BBS. I first started up Andy's Attic on TAG software many moons ago. I didn't even own a hard drive back then and set the board up on two floppy disks. The main program was on a disk in DF0: and the storage space consisted of a disk in DF1:. While this worked fine and provided some fun by getting friends to log on and play with the board, it was merely a learning process.

If you are serious about running a bulletin board, a hard drive is an absolute

must. The minimum space you're going to need to get started is 20Mb, though 40Mb is probably more sensible in my opinion. While you won't use all of this space right away, rest assured that it will not take very long at all to fill it up.

Software

Next step is to either purchase a commercial BBS package and set it up, or as most people do, download one of the ShareWare packages from one of the many BBSs which make this type of software available. There are a few around, though the only ones that I have personally played

around with are TAG and TransAmiga.

If I had to recommend one, I'd probably say *TransAmiga* rather than *Tag* because even though *Tag* has been around a lot longer, it still lacks a lot of features that are available in *TransAmiga*. *Foosle* also works very well with TAG and is an excellent mail package.

On the commercial side of the coin, there are two that seem to be the most popular. One is *StarNet* which was at one time called *Paragon* but is now much refined and enhanced. The other is a new one called *DLG*. There has been a lot of talk about this package in FidoNet echos of late and it seems to be all the rave at the moment. More information could be obtained in the AUST_AMIGA and OZAMYINFO message echos via your closest FidoNet BBS.

If you wish to register or purchase these packages, you can do so at the BBS registration sites mentioned below.

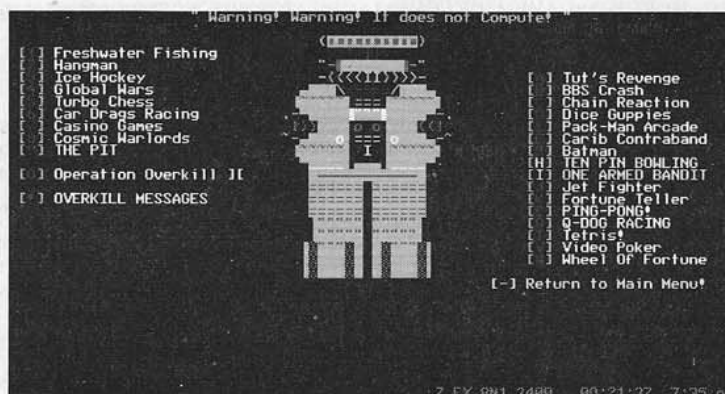
DLG

For the tidy sum of \$280, you can get yourself a copy of *DLG Pro* with a registered copy of *Trapdoor* and *DLGMail*. This basically gives you everything you need to get into networking which we'll talk about later. Contact: Amos Bannister, 55 Sobraon Rd, Marsfield 2122. Amos may be contacted electronically at the following addresses: 3:714/908.1 (FidoNet)s8703525@mackay.mpce.mq.edu.au (Internet)s8703525@hardy.ocs.mq.edu.au (Internet).

Transamiga/Foosle

Current rego cost for the TA package is \$US35.00 but you will need to send away to Canada to get the full registered version as there is no Australian registration site that I'm aware of. However, "Chris Quonoey" of Crazy Diamond BBS (3:633/359) FidoNet is a support site and the latest versions are always available from his BBS. Chris is also currently in negotiation to be-

Online games



come the Australian rego site for *TransAmiga* so contact him for more information. You can also get the full registered version of *Foosle* by sending in \$45.00 to Chris Quonoey P.O. Box 247 Chadstone Centre, 3148.

Setting Up

Setting up a BBS is no easy task and a lot of things need to be considered when setting up from scratch. The best advice I could probably give to prospective sysops is not to rush in like a mad bull and try to get the thing going in under an hour. Avoid the temptation of skimming through the Doc files and rushing into it. You'll only end up frustrating yourself no end and having to delete everything hence starting from scratch anyway.

Best idea is to print out the instructions, have a good read of them first and then sit



down and follow them step by step. Once you have a working set up, you can begin on what is arguably the most important part of all. The beauty of BBS software these days, be it for the Amiga or IBM clone machines is the amount of configurability they provide. You can set up your BBS to look just about any way you want to and have as many features (within reason) as your heart desires. In

the beginning, it's hard to decide what features you would like so a good idea is to log onto a few different boards and see what they have. Incorporate what you consider to be their best features into your own and then expand from there.

Customising

Customising your BBS is where you get to put a bit of your own personality into your board. Try and be creative. Decide first of all what type of caller you want to attract. Do you want your board to lean toward files mainly? Messages, online games? Or maybe a combination of all of the above? It's all up to you. Once you have that decision out of the way, it's time to start customising.

Andy's Attic leans more towards the "Interactive caller". I like callers that talk

SOFTWARE To Go

Australia's Leading Mail Order source of software and accessories for

**Commodore
AMIGA**

**Commodore
64**

For your Free Catalogue

Phone (02)457 8111 Fax (02)457 8739
or write to: P.O. Box 5A, Mt. Kuring-Gai, NSW 2080

Trade names belong to their respective registered owners

**MegaMicro
TECHNOLOGY**

**SCRAM
500**

**CD ROM
Compatible**

- AutoConfigure
- 8 Meg Fast RAM
- AutoBoot ROM
- 500KB/S SCSI Port
- 45mm Slimline footprint
- AutoBoot Disable switch

0 Meg	\$279.00	<input type="checkbox"/>
2 Meg	\$429.00	<input type="checkbox"/>
4 Meg	\$579.00	<input type="checkbox"/>
8 Meg	\$879.00	<input type="checkbox"/>

Rigid Disk Block
+ Syquest
Support
+ Floptical
support

- 1.5 MB/Sec Transfer
- Hardcard Mounting

8 Bit SCSI		
0 Meg	\$199.00	<input type="checkbox"/>
2 Meg	\$349.00	<input type="checkbox"/>
4 Meg	\$499.00	<input type="checkbox"/>
8 Meg	\$799.00	<input type="checkbox"/>
16 Bit SCSI		
0 Meg	\$289.00	<input type="checkbox"/>
2 Meg	\$439.00	<input type="checkbox"/>
4 Meg	\$589.00	<input type="checkbox"/>
8 Meg	\$889.00	<input type="checkbox"/>

SPECIAL OFFER!!

SCRAM 500 plus 2 Mb RAM (using 256 x ZIP DRAMS - whilst stocks last) \$379 or \$999 with Quantum 52 Mb drive (inc power box and cables)

SCRAM 2000 8 2mb (256 x 4 ZIP DRAM \$299 add \$449 for Quantum 52Mb drive.

SCRAM 2000 16 2 Mb (256 x 4 ZIP DRAM \$389 add \$449 for Quantum 52 Mb drive.

MegaMicro Technology Pty Ltd
P.O. Box 272
Pennant Hills 2120

Tel: (02) 980 6986
Fax: (02) 980 7598

to one another and play games with each other. Files are also supported, though as I have chosen to run my board on an IBM clone, I supply files support for both the Amiga and the IBM community.

As can be seen by the Online Games Pic in these pages, I have no less than 24 online games available for users to enjoy. Many of these games are shareware products that have been registered, so all crippled features have been removed. In the messages department, I carry a modest 20 or so FidoNet echos that bounce from boards all over Australia. Topics range from Amiga echos such as Ozamyinfo and Amiga Help Line to Virus discussion echos and non computer related echos such as Jokes for those looking for a bit of a laugh.

Other message areas available are Buy/Sell echos where you can advertise to sell your wares and buy others'. Modem echos for help when having problems with modems and so on.

Joining a Network

I would strongly advise new sysops to run and fine tune their system for at least a few months before getting into a message network. Once you feel you're ready, apply for a node number. We'll use FidoNet in our example.

First things first, you'll need to obtain and set up a mailer and the means to toss echo mail. A popular combination these days is *TrapDoor* and *Foosle*. Note that *Foosle* only gives you the means to read and reply to messages. It works well with BBS software such as *TransAmiga*.

Once you've got a working setup, you'll need a current Nodelist so that your mailer can send mail. A node application must be made via crashed NetMail to a Net Coordinator to indicate that your system has fidonet capability and is running correctly.

There are many Nets in Australia but the one you should apply to will be one that is local to your area. If unsure, call a

```

----- CHANGE USER SET-UP -----
[ ] Change Password.....(* HIDDEN *) [ ] Screen Length.....24
[ ] Change Address .....Hoppers Crossing Vic [ ] Screen Clearing.....ON
[ ] Home Phone No: .....123-4567 [ ] More Prompting .....ON
[ ] Buis/Data Phone No:....765-4321 [ ] Graphics ON / OFF .....ON
[ ] Hot Keys ON / OFF.....ON [ ] Full Screen Editor.....ON
[ ] Your current Alias:....Sluggert [ ] Full Screen Msg View...ON
Leave SysOp a message [ ] Current date format...MM-DD-YY
if you want to change
your alias!
[ ]
Select:
2 FX 8N1 7400 00:22:42 7 36 pm

```

couple of FidoNet participating systems local to you and look at what their node number is. Ie: My FidoNet address is 3:633/106. The 3 is the Zone being Australasia, the 633 the Network and the 106 represents my system. To apply to join Net 633, you would crash your application to 3:633/0. Node 0 is always the Network Co-ordinators address.

Before you crash that application through, you will need to give your system a fake from address. A good idea would be something along the lines of 3:633/9999 if applying for membership Net 633. Substitute the Net number to whatever one it is you are applying to. This will ensure that you do not accidentally use someone else's address and cause problems for the NC that you send your message to.

The message (application) must contain at least the following information:

1. Your real name.
2. Your Voice Telephone number.
3. The name of your system.
4. The suburb where your system is located.
5. The phone number of your system.
6. Hours of Operation, Netmail and BBS.

FidoNet is an international network of Bulletin Board Systems which exchange electronic mail using the FidoNet network. A structured distribution arrangement ensures messages are echoed around the globe, through a series of central distribution points. More information on FidoNet is available on your local FidoNet BBS.

7. The maximum baud rate you can support.

8. The type of mailer software and modem you are using.

All of the above information is essential for a successful application. In the message, you must also state that you have read and are willing to abide by current FidoNet rules and regulations. These are contained in a document

called POLICY4.TXT which you should be able to download from just about any FidoNet bbs. If it's not available for download, ask the sysop if he can make a copy available for you. Most will be more than happy to help you out.

Once you've sent your application through, it's simply a matter of waiting for your node number. The NC you apply to will contact you via return crash netmail once your application is approved and issue you with a FidoNet address. You'll be given details and assigned to a HUB where you will poll daily for your mail. As soon as you have your address, you can contact your hub and make arrangements to pick up any available FidoNet echo. That's all there is to it.

Conclusion

So ends the tale of a sysop's view of BBSing. I hope you've enjoyed this article and extracted some value out of it. If you want more information on the subject, then write in and tell us so and we'll see what we can do. In the meantime, happy BBSing...

Next Month

Space was tight with this issue so there was no room left for readers' letters, however you can look forward to a bumper issue next month with plenty of replies to all your queries. Please keep that feedback rolling in. Till then... Contact Andy's Attic either by modem on (03) 749-4897 (all speeds up to 9600 baud) or by writing in to PO Box 1335 Hoppers Crossing Vic 3029.

Letters TO THE EDITOR

W.O.C. Desktop Publishing & Presentations

Dear Andrew, Congratulations on your presentation on Desktop Publishing at the World of Commodore computer show. It was very informative, professionally presented and equally entertaining. It was obvious that you knew your topic inside out (not like some TAFE teachers I know). Due to your presentation, I have decided to purchase *ProPage 3.0*.

What was the program you used for your screen presentation? I have done things like this at TAFE using *Microsoft PowerPoint* on PC's and once had a Mac crash on me mid-presentation.

Commodore and all the third party suppliers should be congratulated on their professionalism and help at WOC. I have located quite a few items to purchase to enhance my Amiga in DTP and DTV. It's all well and good reading an advertisement in ACAR, but actually trying out a product and asking the supplier questions gives a great chance for comparisons.

Being an avid reader of ACAR for many years (A VIC-20 owner once), I look forward eagerly each month for my new copy. I have also been reading PAU since its conception and was saddened to hear it is no more. Will ACAR be taking on some more professional oriented articles?

Thanks for many years of informa-

tive articles and entertaining stories. I look forward to many more. I think more people should have gotten behind PAU, but people don't appreciate what they have offered to them. Good luck for the future.

Ken Woodward
New Lampton NSW

Ed - Thanks for your encouraging comments. The presentation package I used was *Scala*, version 2.0 of which is now shipping and adds many more new transitions along with the ability to include music and sound, as well as controlling external devices such as CDTV, Laserdisc players and other applications through AREXX.

WOC has benefited the Amiga community immensely. Let's hope next year is just as good. We will continue including more serious articles in ACAR to help make up for the demise of PAM. Thanks again for all your comments.

Island by Mail Disappearing Act

Dear Andrew, It may be advisable to warn readers of [a possible problem with] *Island By Mail*. Having sent off some seven weeks ago for their ultimate collection for the C128, one hundred dollars worth... they have cashed the cheque... the phone is no longer connected.

ACAR Reader

Poor Support

Dear Andrew, A lot has been said recently in your magazine and other local publications regarding the support we should give to the local distributors and retailers of computer software rather than importing it from overseas. The obvious case against this is the far lower prices for which one can obtain the same goods overseas.

However, the argument against this as stated by the local industry is that you do not receive the appropriate support when you do not purchase from Australian companies. Unfortunately, this is not the case!

About a year and a half ago I bought

Time of Lore for the Amiga at a local retailer. The disk was faulty so I sent it back to Dataflow. After numerous phone calls they finally replaced the disk after nearly three months!

In contrast, last year I bought *Speedball 2* from an English company. This disk also had a problem so I sent it back to Mirrorsoft. Ten days after posting the disk, I had a replacement! This is amazing considering the time required for airmail from Australia to England and back again. Obviously, my disk was despatched the same day the dud arrived. Now this is what I call service and there are many Australian companies who could do a great deal to encourage local support and confidence if they took a leaf out of the book of these overseas companies.

Bradley Wenman
Beverly Hills NSW

Ed - Whilst I accept there is some truth in the fact you can save money (and not always very much) by buying overseas, for every person like you who has had a positive experience purchasing this way, there is another horror story to match.

Overseas companies are much harder to deal with when problems arise relating to banked cheques or debited credit cards with no goods delivered at this end. Of course, there are also many stories of local companies providing excellent support. One benefit of their existence is this very magazine, which without local advertising support would not exist.

In your case, perhaps a friendly Australia Post employee noticed your disk on its merry way to the U.K. and thought, wow I've got a copy of this at home and I love the Amiga too - I'll nip home and fix it for him.

Meanwhile at the offices of Dataflow, an express courier to the United States with your disk enclosed was despatched the day it arrived - after they discovered the whole lot in stock were faulty. Six weeks and many expensive overseas phone calls later, they finally received a replacement, from the slow U.S. company, which was immediately dispatched to your home. Anything's possible!

HOT PD!

Daniel Rutter updates us on the world of public domain.

Following the much lamented demise of *Professional Amiga User Magazine*, some of its content will inevitably leak over into ACAR. I wrote a PD column for *Professional Amiga User*, which unfortunately never saw the light of day before the magazine became defunct. I shall now be amalgamating the two columns, bringing you news of Public Domain developments on both the serious and the frivolous sides of the fence.

Latest Demos

A new hacker demo from the Andromeda group has surfaced. This offering, entitled *D.O.S.*, gets away from the traditional formula of nineteen illegible scrollers and a new record for the number of bouncing red things on screen at once.

It opens with a fake AmigaDOS (hence the name) window - the demo will run happily on 1.3 or 2.0 - which shortly produces some nice title graphics and atmospheric music, segueing through to some most impressive trans-

lucent exploding vector objects. Another highlight of this demo is some magnificent HAM mode graphics. Overall, *D.O.S.* is the pick of the current crop.

Eric Schwartz is continuing to churn out some excellent animations, from the simple 1Mb offerings to the huge and more recent *Anti-Lemmin'* (2 1/2Mb) and *Unsporting* animations (2Mb). If you've got the RAM, these ones are essential!

Another good new demo by Silents is called *Xpose*, and features some VERY pretty line, plasma and 3D graphic effects - examples of good coding which are actually nice to look at. It's two disks and runs fine on Workbench 2; give it a try!

ProTracker Update

The ultimate *SoundTracker* clone has been updated to 2.2a, which adds proper multitasking and improved MIDI support (like, working MIDI support) to the original, excellent package. For people who've not encountered

SoundTracker programs before, they allow you to use any of the tens of thousands of sampled instruments in the public domain to compose four-track tunes of great complexity without paying a penny for extra hardware.

There are literally thousands of *SoundTracker* modules out there which *ProTracker* will happily load, and it adds a great sample editor, plenty of adjustable preferences and full, comprehensible documentation - all in all, *ProTracker 2.2a* is a magnificent music package at an amazing price, fully compatible with Workbench 2, and well worth inclusion in your own library.

Prime Artifax have compiled five new Tracks disks, each of which contains *SoundTracker* modules which *ProTracker* can load and play (and edit), along with a simple, friendly player program. These latest Tracks disks, Six through to Ten, contain fewer modules each than previous disks, because the modules are much bigger and more impressive.

A particularly popular one is Tracks Seven, which includes 2-Unlimited, which as I write is actually a song in the charts and sounds very close to the single, along with Beyond Music, which is quite simply a classic.

Both these modules are around 400 kilobytes in size, which means users of machines with 512K of RAM will be pushing it, and even one meg users with only 512k of chip RAM will more than likely have to shut down multitasking programs. But it's worth it!

GEOS PD Library

14 Doublesided Disks

\$50.00 p & p

All the programs which make

GEOS really useful!

Sample Disk & Listing

\$4.00 p & p

C-64 PUBLIC DOMAIN (SA)

Box 146 GPO,

ADELAIDE SA 5001

Ph: (08) 294 8447 (AH)

GRAWAY AMIGA

P.O BOX 22 BUCASIA

MACKAY QLD 4750

For all your software and hardware needs!

ENDLESS RANGE OF PUBLIC
DOMAIN SOFTWARE.

PUBLIC DOMAIN DISKS FROM \$3.00

Phone for your FREE catalogue disk
NOW!

PHONE (079) 648 806

FAX (079) 546 853

AUTHORISED AMIGANUTS DEALER

CONTACT US FOR OCTAMED V3.0B

Support for your Commodore C64, C128

We have a **LARGE** library of Public Domain Disks of all types for Commodore C64 and C128. - Demos, Educational, Games, Graphics Music and Utilities etc.

Examples: (16 disk sides, each \$32 posted)

Edupak 1 (267 Educational Progs)

Edupak 2 (360 Educational Progs)

Gamepak 1 (153 Games)

Gamepak 2 (157 Games)

Games **MEGAPAK** (350 Games on 20 disk sides)

\$40 posted

The Library also has Divisions for Amiga, Apple II and IBM and Compatibles.

Write for Details to: **Allan Crouch.**

29 Happ Street, Auburn NSW 2144

Phone (02) 649 4904

PCTask MS-DOS Emulation

On a more serious note, there was a great deal of interest in the *PCTask* software IBM emulator, released as ShareWare by its Australian author, Chris Hames. On the plus side, software emulators need no extra boards, modules, drives or other bolt-on bits, and hence wind up being VERY cheap. On the other hand, blistering speed is unattainable. On a straight 68000 machine *PCTask* attains the plodding pace of 0.3 times IBM XT speed - but it's quite usable on 25MHz 68030, where it makes it right up to 1.9 times XT.

In any case, if you're looking for a functional IBM emulator for occasional use - very occasional, if you're running a 68000 machine - *PCTask* is well worth a look. *PCTask* supports MDA and CGA, and the registered version (\$35) will run on faster processors than 68000 and supports hard drives. By the time you read this, a demo of *PCTask* (write to disk disabled) will be on Prime Artifex's MS-DOS Emulator disk; or you can get it on Fish disk 643.

DirWork

While we're talking about Chris, another of his programs has recently been updated - *DirWork*, his brilliant directory utility has reached version 1.62. There was a brief stopover from the old 1.43 which many people are

DirWork 1.62 © 1998-92 Chris Hames. Chip 677608 TOTAL: 1251088														
Instn	Print	Serch	LhA	A	NeuZP	CpyAs	Info	Info	DskOp	NeuZP	Comnd	NewSh	Adich	Sleep
EScpt	Prote	PlayS	MakDi	HxTyp	Delet	Move	Move	Delet	HxTyp	MakDi	PlayS	Prote	VHK	
PatSe	Run	Show	Edit	Type	Renam	Copy	Copy	Renam	Type	Edit	Show	Run	PatSe	
BOOT:	PROGS	APPS:	DATA:	DF1:	DF0:	RAM:	RAM:	DF0:	DF1:	DATA:	APPS:	PROGS	BOOT:	
/RAM:														
Clipboards														
env														
T														
pfsf6b90k														
171577														
42138														
463														
30751														
463														
6454														
456														
456														
4056														
7882														
17303														
831														
8415														
456														
11659														
582														
14829														
1915														
3566														
4051														
2435														
23344														
594														
21543														
Data:text/Manuals														
Data:9183232 Bytes Free														

DirWork directory utility

still using, but unfortunately in adding many new features Chris also introduced more than a few insects, which this latest version eradicates.

New features since 1.43 include Show support for Sliced HAM, some Dynamic HiRes and icons, separate processes for DiskOp, Show and Type (so you can flick the picture, window or text file to the back and still use *DirWork* as normal), greatly improved Type with search and ANSI, and various bugfixes and tweaks to make the dirutil coexist better with Workbench 2. *DirWork* has all the file manipulation power most people will ever need - Jon Potter's *DirOPUS* is more powerful but many of the features aren't needed by the average Joe; *DirWork* certainly suits me fine. ShareWare reg-

istration for *DirWork* is \$35 (OK Chris, the cheque's in the mail!).

Sourcing PD!

You may wonder where I get my PD software. There's no great trick to it - anyone with a modem can get easy and cheap access to PD by logging onto any one of the 726 (at last count) bulletin boards in Australia. In fact, even as I type this I am uploading a file to one such board.

And BBses aren't useful only for inexpensive software - they also provide a fast way to get in touch with knowledgeable Amiga users. The major way to do this in Australia is by participating in the FidoNet Aust_Amiga conference, which is car-

C64 Games Pack

Mega Games Pack containing 380 top quality commercial and Public Domain games for the Commodore 64.
Only \$39.95

- Disk Only •

Call or Write for a complete catalogue.

Entertainment Software
21 Lawson Crescent
Taree N.S.W. 2430
Tel: (065) 52 - 6991

MEMORY EXPANSION

PRICES at Aug 15th 1992

1MB x 1	- 80ns	DIP	5.10
4x256	-80ns	DIP	5.20
41256	-120ns	DIP	1.85
	-100ns	DIP	1.90
1MBx4 (44C1000) 80ns A3000 ZIP			22.50
1MBx4 (44C1002) 80ns col static ZIP			22.50
1MBx4 (44C1000) 80ns DIP			22.50
1MBx8	-100ns	Simms (GVP)	36.00
x8	-80ns	Simms	41.00
4MBx8	-80ns	Simms	152.00
4MBx9	-80	Simms	164.00
Kickstart V 2.05			85.00

Please phone for the latest prices. Sales tax 20%.
Overnight delivery, credit cards welcome.

pelham PTY LTD

Tel: (02) 980 6988 Fax: (02) 980 6991
1st Floor, 100 Yarrara Rd, Pennant Hills, 2120.
PO Box 382, Pennant Hills, 2120

Amiga PD

Don't pay top dollar
for your PD

Thousands of programs
available at only
\$1.90 per disk

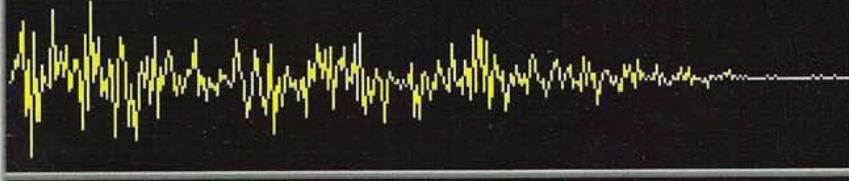
Free Postage

Send \$3 for our catalogue disk
WRH PD - PO Box 117,
Eastwood, SA 5063

ried by many FidoNet boards and during the month of June this year had 1,647 messages posted by 165 users, myself included (thanks to Andrew Clayton for posting these statistics).

A query posted here should collect a fair crop of replies over the course of a week, and access to the echo is as cheap as a local phone call, provided a BBS is within the appropriate range of your telephone! Note however that as a national free echo area, Aust_Amiga should not be used for you to chat to your mates - only messages with some relevance to the Amiga are permitted.

If you live in Sydney - or have a budget that can stand STD - you might like to check out some of the boards I regularly frequent - Bad News (02) 587 8441, Blade (02) 957 3050, Amiga Connection (02) 970 6444, and the excellent game board Arrow, which has the distinction of being operated by the author of its main game, Arrowbridge.

PDS	ID	0004	↑	↓	PLAY	STOP	PLST	1
PATTERN		0005	↑	↓	PATTERN	CLEAR	PSET-ED	2
LENGTH		0037	↑	↓	EDIT	EDIT OP.	SETUP	3
FINETUNE		0	↑	↓	RECORD	DISK OP.	SAMPLER	4
SAMPLE		0004	↑	↓	QUADRASCOPE			
VOLUME		0040	↑	↓	1	2	3	4
LENGTH		2EAA	↑	↓				
REPEAT		0000	↑	↓				
REPLEN		0002	↑	↓	PROTRACKER V2.2A BETA			
1 SONGNAME: DEKKADANCE					00:20			
SAMPLENAME: _____					LOAD			
EXIT	STATUS: ALL RIGHT				TUNE 140704 FREE 502494			
								
PLAY	+	HAVEFORM	SHOW RANGE		ZOOM OUT	DISP: 11946		
STOP		DISPLAY	SHOW ALL		RANGE ALL	LOOP: OFF		
		RANGE	BEG	END	SNAP BUFF	SAMPLE	+	NOTE: C-3
CUT		COPY	PASTE	VOLUME	TUNETONE	RESAMPLE	+	NOTE: C-3

ProTracker 2.2

AMIGANUTS UNITED AUSTRALIA
199 TAYLOR STREET, TOOWOOMBA
QUEENSLAND 4350. PH (076) 331172



AMIGANUTS UNITED
LICENCEWARE



Accredited
PD Library

OCTAMED PROFESSIONAL
V3.0b
NOW AVAILABLE!

AmigaNuts announce the release of OctaMED Professional V3.0b. This is the latest version of this fabulous music program, and contains additional features not found on the July CU Amiga cover disk.

Complete with a manual of over 100 pages and a free OctaMed samples disk. Upgrade options available this month only to previous purchasers of OctaMED V2.0.

For details contact AmigaNuts or your nearest licenced dealer as listed in our dealer directory on page 1

MADE IN AUSTRALIA

NOT A "TAIWANESE" IMPORT

KICKBOARD PLUS

KICKBOARD PLUS... The ultimate and original kickstart ROM sharing board from UNITECH Electronics Pty. Ltd. (Est. 1978). Unleash the power in your Amiga to its full extent while keeping all your software full 2.04 & 1.3 compatible.

Operates with one, two or three kickstart ROMs installed externally hardware selected (Single three way switch). All Australian designed and manufactured and supported. Suits both Amiga 500 & 2000 with other add-on peripherals plug it in with easy to follow instructions on a picture disk.

12 Month warranty **\$69.95**

Fully Amiga 600HD
compatible

UNITECH ELECTRONICS PTY. LTD.

Est. 1978, Independent repairers to Commodore Computers since 1985

MAIL ORDERS TO: P.O. Box 137 Minto, N.S.W. 2566

Sales and service: 8B Tummul Pl, St. Andrews, Sydney N.S.W. 2566

Credit Card Sales add 5% "Plus postage & handling & insurance"

PHONE ORDER: (02) 820 - 3555

Fax your order: (02) 603 8885 24 Hours

Available from the following Australia wide dealers:

W.A.: Headlam Computers.

VIC: Maxwell Office Supplies

N.S.W.: AMI-Tech, Sigmacon, Korella Trading,

Shop 4, Computer Discounts, The Gamesman

Computerland (Coffs Harbour), Malcolm Graham (Forster)

Computer Bits (Armidale)

QLD: United Computers

Trade dealer enquiries are welcome. Phone or fax your order. Prices subject to change without notice.

Proud to be Australian

Amiga Public Domain Software

Over 4000 Disks
to choose from

NO POSTAGE CHARGES

DISKS from \$3

All orders shipped within 24 hours of receipt. Send \$5.00 for 3 Disk Catalogue or \$19.95 for Introductory Pack of 8 Disks which includes 3 Games Disks, 2 Utility Disks and Master Virus Killer Disk. Plus Disk Catalogue. Catalogue Disk upgraded free anytime with orders.

17BIT, FISH, AMAZ, AMICUS, FAUG, NZAUG, TBAG, AMIGOZ, MUSIC SOUND, APPLICATIONS, UTILITIES, ANIMATIONS, DEMO'S, GRAPHICS, PLUS OTHERS. ALSO WE HAVE OUR OWN RANGE OF OVER 500 DISKS, ALL SELF BOOTING AND READY TO USE

WE NOW STOCK

KDV (Kilda Virus) \$24.95

Power Packer V4.0 \$39.95

Directory Opus Professional \$64.95

Newsflash Magazines \$19.95

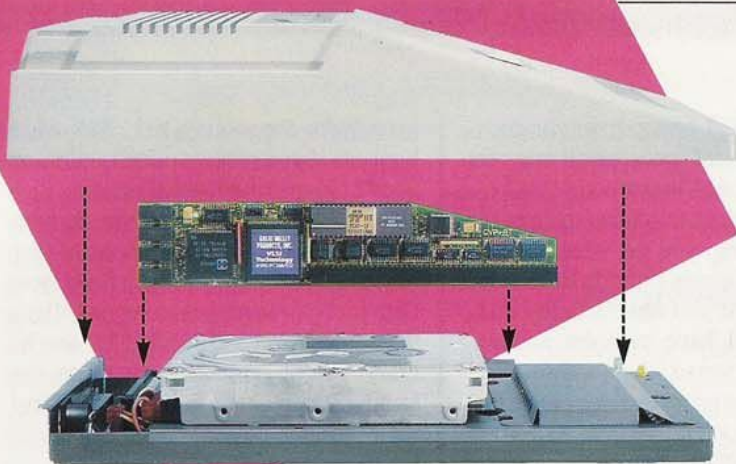
Amiganuts Licenceware Now Available

Posted Free

Amiga Public Domain Centre
PO Box 435, St. Agnes SA 5097 Phone
(08) 396 2163 Fax (08) 396 2163

We Accept Bankcard, Mastercard and VisaCard

---MORE MAGIC FROM GVP---



Now ADD 286 "PC/AT"™ COMPATIBILITY TO YOUR A500™ IN A "SNAP" WITHOUT VOIDING THE WARRANTY ON YOUR A500!

GVP's SERIES II™ A500-HD8+ NOW FEATURES AN OPTIONAL, PLUG-IN, 16MHZ PC286 EMULATOR MODULE!

Not only have we added a PC286 emulator option to our best selling A500 hard drive subsystem but our Series II™ A500-HD8+ units are now equipped exclusively with Quantum™ hard drives offering the fastest access times and data transfer rates, unique disk caching and the highest reliability (MTBF) rating in the industry. Coupled with our world acclaimed DMA SCSI controller, everything from loading software to saving files is so much faster that you finally have the time to enjoy the fun and productivity that you bought your A500 for in the first place.

THE MAGIC BEHIND GVP's SERIES II A500-HD8+ HARD DRIVE MUSCLE

Check out these unequalled features:

- ▶ Choice of factory-installed 50, 120 or 240MB Quantum SCSI hard drives. Provides storage space of 56, 130 or 260 floppy disks!
- ▶ Game Switch for disabling the hard drive allowing compatibility with those few badly behaved games which don't like hard drives!
- ▶ A2000™ Hard Drive Performance. The A500HD8+ uses the same Custom DMA VLSI Chip and FAAASTROM technologies as our top-selling, high performance, Series II™ A2000 SCSI controllers.
- ▶ Up to 8MB of User-Installable Internal FAST RAM expansion (SIMMs).
- ▶ External SCSI port for connecting additional SCSI Peripherals such as Tape Drives, CD-ROM drives, etc.
- ▶ Unique Internal "Mini-Slot" Expansion Connector and Fan for Cool, Reliable Operation.

▶ Includes Dedicated Power Supply ensuring that your A500 power supply is not overloaded (a MUST for adherence to Commodore specs).

PLUS, now we offer something NO OTHER HARD DRIVE SUBSYSTEM can, an optional plug-in 16Mhz 286 "PC" Emulator!

THE MAGIC OF THE GVP/PC286 EMULATOR OPENS MICROSOFT WINDOWS — AND MORE.

Our new GVP/PC286 emulator module is the first A500 peripheral specifically designed to be plugged into our unique internal "Mini-Slot". Unlike other 286 PC emulators, this one fits right inside your A500HD8+ housing! So installation is a snap and there's no need to open and dismantle your A500™ and run the risk of VOIDING YOUR Computer's WARRANTY.

In fact your warranty worries are over, because the A500-HD8+ as well as the optional GVP/PC286 emulator module are now warranted for 2 FULL YEARS!!

The GVP/PC286 "Mini-Slot" module features:

- Runs MS-DOS (V3.2 or up), Microsoft Windows™ and literally thousands of PC applications. NOTE: MS-DOS Operating system is NOT Included.
- 16Mhz 80286 CPU. Up to 15 times faster than IBM's original PC!
- Complete Hercules™, CGA, EGA/VGA (monochrome) and T3100 video emulations. MS-DOS applications can use the A500's™ built-in parallel and serial ports transparently.
- Use the A500's floppy drive(s) to read/write MS-DOS floppies.
- Let's your A500 run MS-DOS and

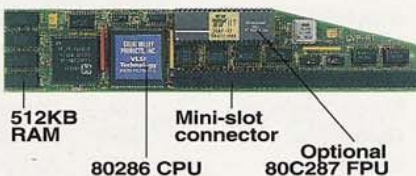
AmigaDOS Applications Concurrently!!

- 512KB of On-board Memory (RAM) for exclusive use by MS-DOS. Transparent access to the A500's memory for MS-DOS applications requiring more than 512KB of memory!
- Socket for optional 80C287 (CMOS) Floating Point Unit.

PLUS, your Series II A500-HD8+ matches your Amiga™ 500's good looks line-for-line and curve-for-curve.

So... Be Smart, before you buy anyone else's A500™ hard drive or RAM expansion system, ask the question: "Does It Have a Mini-Slot"? Why settle for anything less?

GVP/PC286 MODULE



GVP
GREAT VALLEY PRODUCTS INC.



Distributed In P O W E R
Australia By PERIPHERALS PTY LTD

1st Floor, 257 Hawthorn Road, Caulfield North, 3161
Phone: (03) 532 8553 Fax: (03) 532 8556
Amiga is a registered trademark of Commodore-Amiga, Inc.

This makes for considerably more fun, because if a bit of the game isn't fair or doesn't work properly, he'll fix it in a couple of days! Arrow can be reached on (02) 451 2660.

PD Prices

I bring the subject of bulletin boards up partly because there have of late been a couple of comments, in the Aust Amiga Echo and elsewhere, in which some people have cast aspersions upon the price some public domain libraries charge for PD disks. This software is, as it says, able to be distributed without let or hindrance by anyone, anywhere, at whatever level of profit or loss they so desire.

Messages on programs that they may not be distributed for more than a set price are valid insofar as the actual price charged for the program and the disk goes - if an additional levy is placed upon this price to support serv-

ices above and beyond simply copying, mailing and ignoring all cries for help, such action is perfectly legal.

It's important to realise the truth in that old saying, you get what you pay for. Some libraries provide little or no support and if you have a faulty disk, tough, you'll have to order another. With this in mind, the bargain basement prices which have popping up of late start to look a little less attractive. The bigger PD houses may charge a little more, but you can be sure they'll deliver punctually - and in one piece - and they don't use bargain basement media. In the unlikely event that something should go wrong with a disk, you should expect to see it replaced at no charge. Some libraries will even send a new copy without you having to return the faulty disk.

Service and support is another big part of the pricing differences you'll find flipping through the pages of ACAR. If you're not sure what you're

getting for the money, ask. Ask what happens if you receive a faulty disk, or need help making a program run.

Remember too that public domain libraries cannot be held responsible for how well a program actually functions. One of the advantages in buying disks which have been compiled by the library you're purchasing from is the knowledge that they have actually tried the programs on the disk and know a bit about them.

Larger overseas collections carried by local libraries such as 17-bit Software and to some extent the Fred Fish collection, contain some valuable gems. However, due to the sheer size and nature of these compilations, they're also full of a lot of tricky programs which may not be easy to get running, or the quality of which may disappoint you. If in doubt, check your local Amiga User group, or ask for recommendations before you purchase. Most of all, keep reading this column!

SHOP 4 Computers

Shop 4 Computers
Cnr. Burrelli & Atchinson Streets
P.O. Box 1201
Wollongong, 2500

AMIGA 500 PLUS \$599
AMIGA 600 \$599

Amiga Hardware

A2000/52Mb/V2.05	\$1399
A2000 Base	\$995
External Drive	\$129
512k RAM Upgrade	\$79
Workbench v2.04	\$149
All GVP Products	Call
Kickstart Switches	\$59.95
Rocgen Plus	\$399
Brush Pens	\$60

Amiga Software

ProWrite	\$159
Real 3D Pro	\$499
Deluxe Paint IV	\$199
Digi View Media Stn	\$329
Wordworth	\$299
Art Dept Professional	\$299
Professional Calc	\$299
Professional Page V3	\$299
XCAD Professional	\$599
Pagestream	\$450

We also stock a large range of
Education Software and Games

Phone (042) 26 2688

Fax: (042) 27 3527

AMIGA OUTPUT

PROFESSIONAL PAGE SERVICE ONLINE TO OUR IMAGESETTER

- FAST SERVICE • VERY COMPETITIVE PRICES
- A4 & A3 SIZE BROMIDE PAPER OR FILM
- PERSONAL & TRADE POSTSCRIPT OUTPUT

ARTISTS • DESIGNERS • PRINTERS

BAROSSA PRINTMASTERS

P.O. BOX 22, MURRAY STREET, TANUNDA S.A. 5352
TELEPHONE: 085 / 63 3766 FACSIMILE: 085 / 63 3778

Impact Camera House

Amiga Dealer Profile

Finding people who really know Amiga in the retail world can be tough. Greg Wall discovered one dealer who has entered the Amiga retail world from the photographic end.

Impact Camera House opened their doors to the public at Victoria Plaza Chatswood in 1988 as a camera and photographic shop. They then went on to open a second shop in Westfield at Chatswood in November 1990. In this new shop they started introducing video cameras and editing equipment. With a background in Electrical Engineering and an interest in the Amiga, Manager Peter Szekely quickly saw the potential of including Amigas in his shop for the production of graphics and animation as an adjunct to his clients' video needs.

This idea was originally introduced into his Westfield store and he has just recently moved over all his video and Amiga equipment to the Victoria Plaza store.

Demonstration hardware

On display in the shop is an Amiga 3000 with the standard 2 meg chip and an additional 18 meg fast. The 3000 also has a GVP 040 board and two Quantum internal hard drives being 105 meg and 240 meg.

A Sunrise AD1012 board helps with 12-bit sound sampling and a GVP IV24 board was chosen for his 24-bit graphics. He also has a Syquest external 88-meg removable harddrive as well (nice system).

This little toy of his is also hooked up to two Panasonic FS100s (Super VHS) and he currently has on display programs like *Mediaphile*, which also controls all of the above, creating a fully integrated system.

By the way, Peter also has an Amiga 2000HD with a 2630 accelerator running with an extra 3Mb of RAM, but says he doesn't use this one as much - is it any wonder with the above machine at his fingertips?

Product Knowledge

Talking with Peter, he emphasized the fact that Impact Camera were offering "complete video solutions, not

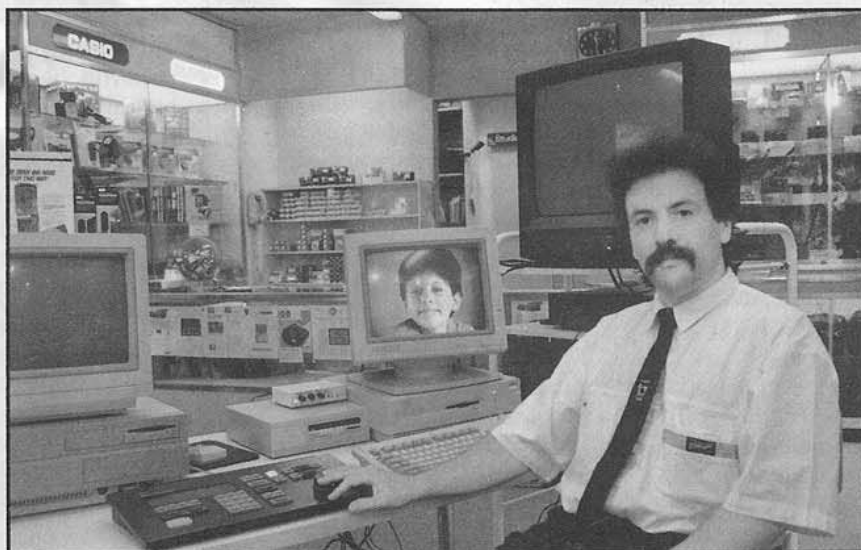
just boxes". His intentions are to provide entire packages comprising all the needed video and Amiga equipment thus ensuring total compatibility, and of course providing advice and backup support for their clients. In the store you'll find DCTV, colour splitters, frame grabbers, video cameras, tripods, genlocks, and lighting, along with a range of GVP products. You can also choose from accessories such as video cables, microphones, carry cases, batteries, blank video cassettes, lenses and filters and sound effects equipment.

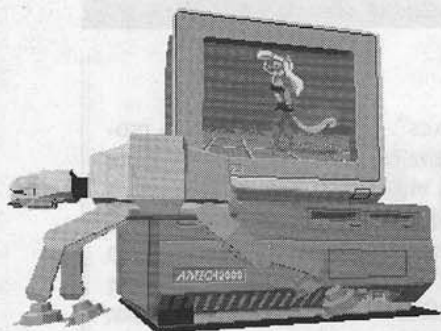
Impact Camera House has stand alone edit controllers, and by the time you read this, should also have in stock time base correctors for both the A2000 and A3000. (The A2000 model should be available for around \$2000). These come in both internal and external models. If you're serious about video work watch out for them!

Final impressions

In conclusion Impact Camera House seems to be a great place to go for all your video production needs. It's a place where you can purchase a complete package (including Amiga, genlock, video cassette recorder and camera) all under the one roof.

For more information contact Impact Camera House, 369 Victoria Avenue, Victoria Plaza, Chatswood 2067. Ph: (02) 419 7060.

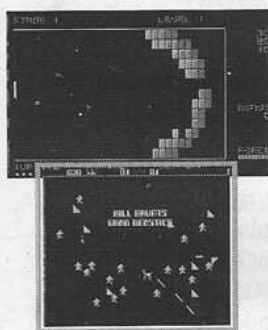




PRIME

A R T I F A X

All disks one price, depending on quantity.
1 DISK - \$5, 2 DISKS - \$9, 3 DISKS - \$12
 Four or **MORE DISKS - \$3.50 each.**
 Prices include P&P + Support Line Access

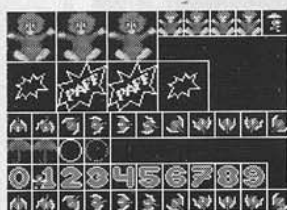


HOT GAMES #8

Asteroids - a perfect replica of the original; Bug Blaster - zap them insects- FAST; Microbe - blow germs away- god fun; Poing - great horizontal Breakout, many levels; Revenge of the Mutant Camels - hilarious blast-up from Jeff Minter; RingWar - nostalgic vector space war; Trix - exact replica of arcade original!

SOUND-VISION Best NEW DEMO!

Another classic one disk demo with lots of new tricks including morphing titles, a bouncing 3D world, raytraced animation and more. Runs in 512K. WB2.x and 030 compatible.



Lemmingoids!

Take an arcade classix like Asteroids, change the graphics, add new sound effects and you have a new game. Shoot the Lemmings! The best part is, you can also do the same and make your own custom Asteroids clone!

NEW

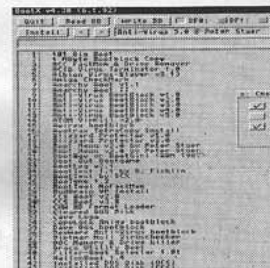


ODYSSEY DEMO!

Five, count 'em, five, disks of solid cinematic beef. Spectacular stellar vistas, turbocharged space battles, astonishing alien cities - you name it, Odyssey has it. This one sets the standard.

ANTI-VIRUS PAK KILLS IRAK VIRUS!

The best virus protection program on the market. Fresh from Europe and updated regularly, BOOTX will cover you for all types of Viruses including the latest file and library based strains. A Quick-Start guide to Viruses as well as additional in-depth information is also included in on-disk printable text files.



BOOTX 4.5 - European origin for protection from all the latest.

AmigaDOS Helpers and Utilities

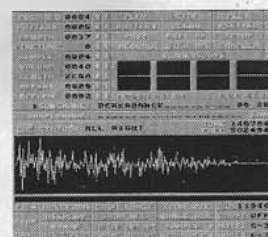
TWO DISKS: DirWork, directory utility; Imploder4.0, file compressor; LHA1.22, archiver; LibList1.20, library lister; PP, use PowerPacked data files; SuperDuper, SysInfo2.64, system stats; TrackDOS, DOS/RAM/disk track interchange; Amiga Resource Project (ARP), makes 1.x DOS commands smaller & more powerful; CShell, Shell replacement; DekSid, disk/file sector editor; FixDisk, salvage damaged floppy/hard disks; and FlashDisk, floppy optimiser.



NEW

PROTRACKER 2.2

This is the latest version of the most powerful SoundTracker clone ever built. With ProTracker you can write tunes, load and manipulate samples, and more. ProTracker is easy to use, with on-line documentation and a printable manual. The most powerful of the Tracker programs, and a great addition to anyone's library!



PRINTER DRIVERS

Driver programs for just about every printer ever made, including recent models. If you're having trouble finding a driver for your Datsubishi Grapefruit 300XR, it's here! Just copy the relevant driver into your DEVS:Printers directory and select it from Preferences!

MED

MED, the Music Editor, is the most powerful four track sequencing music program available. Synthesised or sampled instruments, SoundTracker compatibility (thousands of instruments and songs), easy to use interface and full docs make MED a must have - check out our Tracks disks too!

BACKTRACKS

Contains a collection of large samples specially designed to be played as backtracks for musicians to play along to. There are a couple of rock backtrack, a straight drumtrack, some reggae and the funk backtracks included, not to mention a great loop from the Peter Gunn Theme! Great fun!

SUPER WB III

All the enhancements, compacted onto one disk - ready to install onto your Workbench. Includes: Mouse Accelerator, Hot Keys, Screen Blankers, Icons and Icon Tools, Improved System Requesters, File Browser, SoundTracker Module Player, Pic Saver and much more.

ORDER HOTLINE (Free Call) 008 252 879 Sydney Metro call (02) 879 7455



All disks now one price -
BUY 4 or more and pay
\$3.50 each. Inc P&P.

COD

CHEQUE

MONEY
ORDER

Hacker Demos

Psychosis: A great demo for lovers of vector balls - this one features hundreds of 'em, animated with great speed, to the usual jaunty soundtrack. Not a classic, but well worth a look!

D.O.S.: A magnificent demo featuring great sound, graphics including translucent vector objects and hold and modify

raytraced animation, which is guaranteed to violently remove the socks from any jaded Mac or IBM user.

Never Again: This one, from Panoramic Designs, features a great assortment - a funny (if gruesome) opening animation, fast animation of a dotted flag and a variety of lines; fast mandelbrot zoom and more to a terrific soundtrack!

CARTOONS

1MB

Cartoon Anims-1 : Batman, Shuttlecock and Stealthy -

Cartoon Anims-2 :

Amy-Vs-Walker

Cartoon Anims-3 : Juggette, Juggette-2 and Juggler-2 - Comedy animation continuing theme of original Juggler demo.

Cartoon Anims-4 : Stealthy

Manuever - (MovieSetter)
Swiss Army F-16 - (MovieSetter)

2MB

Big Cartoon Anims-1

Anti-Lemmings Demo

Big Cartoon Anims-2

Coyote 2, VTOL Contest

Big Cartoon Anims-3

POGO

HOT PD GAMES!

Hot Games - 1: Arcade AirAce, Missile Command, Car Race, Downhill.

Hot Games - 2: Strategy Blackjack, Metro, China Challenge, Conquest, Klondike.

Hot Games - 3: Arcade Hate, MegaBall.

Hot Games - 4: Classics Galaxians, Pacman, Space Invaders and Asteriods.

Hot Games - 5: Mind Games Imperium, Mech Fight.

Hot Games - 6: Strategy Skyfight, Spacewar

Hot Games - 7: Arcade Amiga Tanx, Rollerpede, Cave Runner, X-Fire

WB2.0 PD Games PAK

Two disks filled to the brim with Workbench 2.0 compatible PD GAMES! (many of these games appear on the hot games disks)

MED & Soundtracker MUSIC!

TRACKS 6:

PUMP-UP-THE-JAM, SUZI-TomsDiner, Tornado, TRANZESEVEN.

TRACKS 7: 2-unlimited, Beyond_Music (both HUGE).

TRACKS 8: 3 (yes, that's the name!), Anasthasia_T99, Jarre_Live.

TRACKS 9: 2MM, ELM-ST, Worlds War.

TRACKS 10: Backtracking, Insomniac, Klisje_Paa_Klisje, Lazermix91.

All non-bootable but fitted out with IntuiTracker for playing.

MORE TRACKS To PLAY NOW AVAIL.
Disks 11-15 have been compiled - more of the best from the rest. A great source of music.

Home Office

Analyticalc - Power spreadsheet package

CAD - Five Programs: Speaker and Circuit Design, Landscape & Architectual

Database - Hyperbase, HyperDialer, DataEasy, Home Manager, bBaseII

Genealogy - A-Gene and

Family History

Spreadsheets - SCalc, SPREAD, Analyticalc

Finance - BankN, Money, Budget and CheckBook

Text Editors - Az, UEdit, QED, DME + Text Editors Guide

Wordprocessing - TextPlus, AmigaFOX, Liner, Super RetLab, GWPrint & Print Studio

Read/Write & Format MS-DOS Disks

Acts like an AmigaDOS Device!

MS-DOS Utilities -

READ/WRITE and FORMAT 720K MS-DOS Disks! Bring work home. Read directly into some applications using this utility, then save them back onto an MS-DOS disk to take back to work. Ideal for text files, LOTUS or DBF files.

MS-DOS Emulator -

Transformer - Original PC Speed. Require MS-DOS System, No Graphics! - INCLUDES DEMO OF PC-TASK!

STOP PRESS : NEW WB2.0 Enhancer! Utils / Icons/Tools/Extras/Commodities

HOW TO ORDER

Post a cheque or money order.

CALL our FREE ORDER HOTLINE

and use a Credit Card or ask for C.O.D.

008 252 879 FREE
(02) 879 7455 Sydney Metro

Public Domain Disks

ORDER FORM - Post to Prime Artifax, P.O. Box 288, Gladsville

Sep ACAR

Name

Address

Post Code

Day Phone

Card No.

Expiry Date \ Visa ☐ B/C ☐ M/C ☐

Signature

The C64 Column

by Owen James

by Owen James

Welcome to the "Reader's Digest Condensed" version of The C64 Column. As the more observant of you may notice, ACAR's C64 coverage has been reduced in order to give more space for Amiga articles. No doubt we'll hear the cries of "Revolution" and "Kill the Editor", but the changes reflect what the majority of ACAR readers want - more Amiga coverage.

New C64 magazine

This doesn't spell the end of C64 support in Australia. As I have mentioned in previous months, a new monthly magazine has been launched for Commodore 64 and 128 readers exclusively. *Commodore Network* is the name, and at present is available by subscription only. Rates are: three issues for \$10.50, six issues for \$19.50, 12 issues for \$36.00 and 24 issues for \$60.00.

Commodore Network provides all the latest news, reviews, programming tutorials and yes, even entertainment gets a look in courtesy of The C64/128 Games Club's Scott Logan. Subscribers are also entitled to discounts on all C64 hardware purchased from Novo Computer Hardware.

If you're still serious about your C64, as I know many of you are, take a look at *Commodore Network*. For all subscriptions and editorial enquiries you should contact Warren Naismith, 9 Wadeson Street, Cobram VIC 3644.

Where to go for games

If games are more your scene then The C64/128 Games Club will continue to offer you support. The group produces a regular newsletter containing all the hints, tips and cheats that no gamer could do without. There's also a regular news section contributed by Yours Truly. For membership details you can contact Scott Logan at 9 Collington Street, Mansfield QLD 4122.

User Groups and BBSs

Apart from these two organizations, there are still many C64 User Groups and Bulletin Boards right around Australia. As far as Bulletin Boards go, in New South Wales we have Way Out West on (02) 628 8888 and The Info Centre on (047) 36 6263, in Victoria we have Night Flight (03) 312 6676 and Talisman (059) 444 061, Western Australia has Pilbara on (091) 852 754, and Queenslanders can enjoy support from Club-64 on (07) 341 9560. There are many other BBSs around that offer C64 support of some kind, whether it be in the form of a file section or it carries the C64/128 echo, but the ones I have listed here have proved to be amongst the most popular.

User Groups still seem to be as popular as ever. Perhaps the only problem they have nowadays is a lack of publicity, something which one of our readers

hopes to rectify by establishing a Register (details later). Penrith and Canberra are two cities that I know have well established groups, and there are many others that I don't know of. Send your details to me if you haven't already.

The Future?

The million dollar question - Where do the cutbacks leave what's left of The C64 Column? We'll still be providing news and readers' questions, along with the odd Public Domain review where space permits. All up, not much will change, only that we'll have less space to do it in. I hope you keep reading.

Beware: Island By Mail

Before we rip into this month's mailbag, quite a few people have been making enquiries regarding a company by the name of Island By Mail. You may remember they placed advertisements in ACAR several months back offering their 'Legend' PD software collection for just under \$100. It seems many people who responded to these ads have had their cheques cashed, but it appears Island By Mail has gone out of business and have not sent out either the disks or refunds. Their telephone has been disconnected and to date no one has had any success in contacting them by post.

If anyone has any information on what has happened to Island By Mail, please contact me as soon as possible. Meanwhile, anyone who has sent a cheque to them should take steps to have the cheque cancelled, or if it has already been cashed and you haven't received the disks you should try contacting Consumer Affairs in your state to find out if anything can be done.

PLEASE don't call me in the hope that I can do something.

Mail Bag

John Buckingham, of Warilla NSW, writes: "Dear Owen, I am at present trying to establish a register of User Groups in Australia that cater for the C64/128 users and would appreciate it if

you could make it known through the C64 column of ACAR that I would like to hear from such groups. When established the register will be printed and distributed to the User Groups, retail and mail order outlets who cater for C64/128, the BBSs that we regularly use and the magazines we read both local and overseas.

"It is particularly important that all C64/128 users maintain contact with each other through our user groups so we can help each other with our problems and to exchange any information we have. Please write to John Buckingham, 101 Osborne Parade, Warilla NSW 2528, or telephone (042) 97 3159."

OJ: Okay, User Groups. There's your chance to make yourself known and hopefully boost your membership numbers. Write to John direct at the address provided.

GeoPD

Russell Lewis, of Cammeray NSW, writes: "Dear Owen, Thank you for the first GeoPD disk that I received from you some weeks back. The printer files created by the Laser Matrix program are a giant leap over the ones supplied with the original GEOS disk. It's a pity that this program was not bundled with all GEOS printer files from the start.

"In regard to the letter by Brian Reed (C64 Column June 1992) asking about stand alone picture files from his program *Saracen Paint*, the Cockroach Graphic Utility will allow any screen that can be displayed to be captured and saved. The picture can then be converted to any format or saved as a slide show file and even printed out as a high quality printer dump. If the picture is converted to a Cockroach Compressed Graphic file, then this can easily be displayed from BASIC with the utility program supplied on the Graphics Utility disk. In Compressed Graphic form, even multi-colour bit-mapped screens take up less than 30 disk blocks, and simpler pictures even fewer. The manual contains full information on this procedure, as well as other aspects of capturing and editing screens. The Cockroach Graphics Utility can even capture your

favourite screens from games, demos etc. including sprites and redefined character sets. It is a great Australian made C64 accessory."

OJ: Thanks for the information, Russell. The Cockroach Graphics Utility is certainly one way of grabbing C64 screens. The Action Replay cartridge also has the ability to grab screens and save them to disk, and The Final Cartridge III can grab screens and print a hardcopy, but sadly has no 'Save to Disk' function.

Riteman C+

Darrel Foster, of Metford NSW, writes: "Dear Owen, Just a short note in reply to Bill Woolford in the July issue under the heading of 'Which Printers?'"

"Bill writes about his Riteman C+ printer and how he has made inquiries for an interface to allow him to upgrade to a Star printer. I have this day made one inquiry for him in relation to his problem and can afford him the following information.

"Direct Access, of 256 Darby Street, Newcastle (phone (049) 26 2144 or 008 025 229 (orders only)) normally keep a supply of Xetec Super Graphix Juniors in stock, however they are at present out but will be able to obtain one within a week. Cost is \$130.00. Direct Access is one of Australia's largest mail order companies.

"Just for the record, this letter is written on the old C64 using *Paperback Writer* and printed on a Star LC-1011 via the Xetec interface, in NLQ mode. The Dip switches in the printer are all set to on and any changes needed to ensure printer is compatible with software are made via the interface."

OJ: Thanks for the information. I'm sure Bill isn't the only one who appreciates it.

Getting started

Jesse Baker, of Eureka NSW, writes: "Dear Owen, We have not long received a C64 from our grandparents. Going from a non-computer family to a computing one has been fun, exciting and confusing.

"Would you be able to supply me

with more information and suggestions on using the C64? We would all be very grateful. At present we have a data cassette and an Okimate 20 colour printer. We are practising and learning all the time, but sometimes the learning is pretty slow. Any help would be much appreciated. Also, with tape games, how do you find the second game while you're still on the first?"

OJ: Congratulations on your recent acquisition. No matter what anyone says, I still think the C64 is one of the friendliest computers to start on. One of the first things you might like to consider is a disk drive. Most C64 programs these days are put onto disks because they are so much faster and allow more information to be held on them. Many computer stores are still selling 1541-II drives (the sort you'll need), or you may be able to find a good second-hand drive in your local Classifieds.

Once you have a drive, the next step is to buy a copy of GEOS. GEOS is an all-in-one system providing a very easy to operate word processor, graphics program, and file management utility. It works fine with your Okimate 20 (also known as the MCS-810 here in Australia), so you can print out your illustrations and letters with ease.

To load the next game on tape, press STOP on your datasette and without rewinding the tape, turn your C64 off and then on again to bring it back to its original state. From there just either type LOAD or press SHIFT and RUN/STOP like you would normally. I'm sure you'll enjoy using your C64 as much as we all do.

Contact!

That wraps up this edition of The C64 Column. As always, I'd love to hear from you. Feedback, questions, suggestions and news items are always welcome. You can drop me a line c/- The ACAR, PO Box 288, Gladesville NSW 2111, or by Netmailing me at 3:713/810.2. I also frequent The Info Centre BBS (number printed above), so you can also leave me a message there. I'll be back next month. Catchya then!



by Phil Campbell

University of Southern Queensland in huge CDTV deal

Rumour has it that next year's Engineering students at the University of Southern Queensland are due for a nice surprise. Negotiations are under way for each student to be supplied with a CDTV unit and a disc containing the entire year's course work and study notes! Sounds like a top class idea.

CDTV Sales Explosion

July's World of Commodore Show gave the CDTV quite a shot in the arm. Things were looking decidedly slow on the CD front when Commodore announced a massive price cut for the duration of the show. Dealers at the show were selling CDTVs like hot cakes at prices hovering around \$699. A free copy of *Grolier's Encyclopedia* made the deal hard to resist, and brought the CDTV into the mass market arena where it belongs.

This price, however, was too good to last. The new recommended retail price of \$999 is considerably lower than the old price point of \$1499, and should entice plenty of punters - but we're not going to reach critical mass until discounting pegs the price at around the show special mark. Watch this space!

CDPD coming soon for CDTV

Toowoomba's Don Quixote Software will soon be releasing a CD con-

taining stacks of public domain software. Retailing for around \$50, the disc is produced by British Almathera Systems, and features over 600 Megabytes of public domain software for the Amiga and CDTV. The disk contains workbench 1.3 and 2.04, allowing you to use the CDTV as a computer with optional keyboard and mouse.

Ready to run applications include a quality spreadsheet program, a database, text editors, and the popular

Protracker music program, together with over 400 music modules.

The disk also contains the full Fish Disk Collection from disk 1 to 660. For more information, contact Don Quixote Software on (076) 331 560.

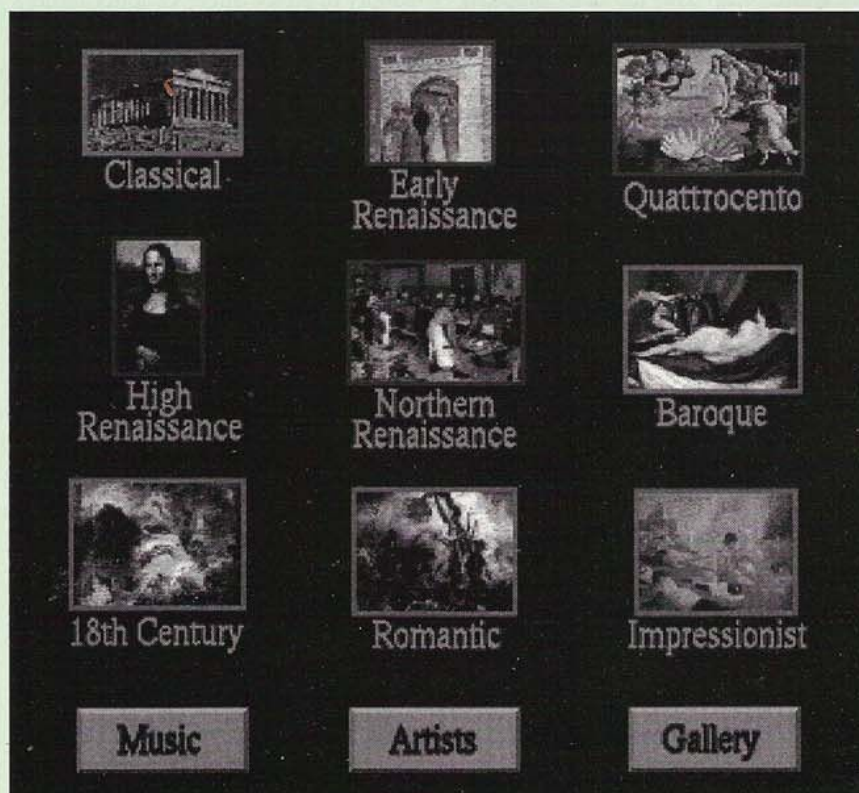
CDTV Feedback

With CDTV sales increasing, there are plenty of new users out there. And this page is for you. If you've got any questions or comments on the CDTV, drop us a line at CDTV Feedback, c/o Phil Campbell, PO Box 23 Maclean NSW 2463. With help from Commodore's technical gurus, we can answer almost anything! Write and let us know what you're using your CDTV for, give us your views on new software titles, and generally have a rave.

The Connoisseur fine art collection

Believe it or not, I'm quite a cultured person. Sure, it doesn't show. But

The Connoisseur - opening menu





that's because I'm the humble type who doesn't like to put on any airs and graces.

Take art, for example. I can tell you the difference between an impressionist and a surrealist without even batting an eyelid. I know the difference between Manet and Monet; I can pick a Renoir at twenty paces; and even though I have trouble spelling Gauguin, I've admired his paintings for years. I may not know what I like, but I know quite a lot about art.

All of which adds up to the fact that I'm excited about *The Connoisseur*, a superb fine art collection on CD. Produced by Lascelles Productions in Hastings, New Zealand, this is an absolutely perfect demonstration of the potential of CDTV - it's literally an Art Gallery on your TV, with over 400 works of fine art covering nine periods and 100 major artists. And to really add style, there's even a selection of classical music that plays in the background while you browse.

The opening menu (see picture at left) offers you a selection of artistic periods, from Classical Greece through to the Renaissance and 19th Century Impressionists.

The impressionists are my favourites, so let's take a look at what's on offer. Simply move the highlighted box to the "Impressionists" icon, press button A, and we're in business.

The Connoisseur offers far more than just a bunch of pretty pictures. It offers an education. There's a 4723 word introduction to Impressionism, including biographies of each leading artist, and comments on

major works. Here's a brief extract to give you a taste of what you can expect:

"For the impressionists, visual sensations alone determined art. Brushstrokes became thicker with the bravura style of large strokes of single-coloured paint determining the form of the subject. However, the Impressionists avoided even the strictures of a set style. Each painter interpreted the general mood of the times as best fitted himself, so there was no set style, no dogma to follow.

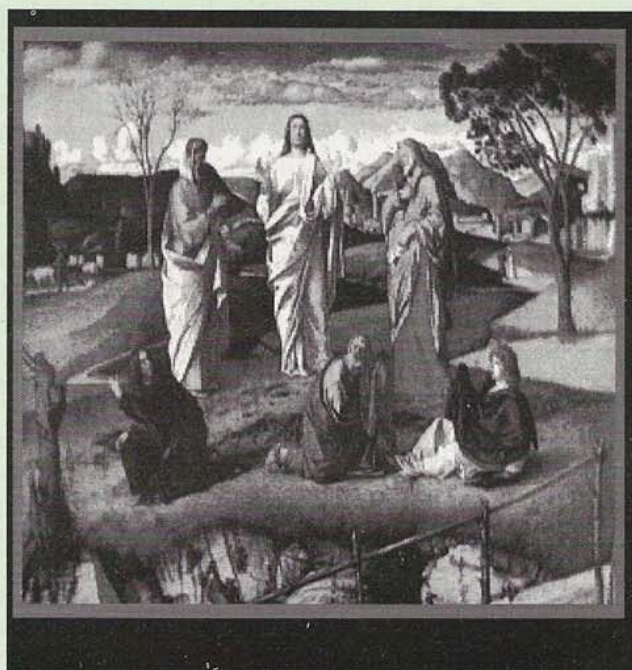
"Impressionism developed into Expressionism since the emotion of the artist became the object of the impressions. The pure Impressionists like Monet and Pissarro strictly avoid any

social comment in their art, but to the public at large there seemed a common element linking all the works of the Impressionists and the Post Impressionists: a revolution in attitude to art and a deliberate turning away from 500 years of artistic style.

"All searched for a new way of expressing reality as if reality was to be discovered afresh and only by them. The main artists in this period are the great Impressionists Manet, Monet, Cezanne, Sisley, and Pissarro; with Degas, Renoir, van Gogh, Gauguin and Seurat, taking up different approaches as the century ended."

Written in a clear and simple style, these notes are easily accessible on screen - a superb introduction to Art History. This is one CDTV title that will never be far from my machine - it's a delightfully relaxing "browse", or you can simply leave it running in demo mode - stick a picture frame around your TV screen and you've got an ever changing canvas in the corner of your lounge room.

Distributed by Don Quixote Software (076) 331 560 the recommended retail price of *The Connoisseur* is \$139.95 - a bargain for a title that redefines the "state of the art."



Phil Campbell's MEGA Entertainment

All the latest news and views from the world of entertainment

ACAR Hints Disk 2 out now!

You asked for it, folks. And here it is. The second official ACAR Entertainment Hints and Tips Disk. Hints Disk 2 is loaded with hints, tips, and even full solutions. How about a solution for *Indiana Jones and the Last Crusade*, with full maps? It's here! Or all the clues you need to make your way through *Leisure Suit Larry 1* and 3. Wonder what happened to *Larry 2*? *The Secret of Monkey Island* is revealed, we'll give you all the training you need to win at *4D Sports Boxing*, and we'll help you save the day at *Austerlitz*. All this, and literally hundreds more - all the tips ever printed in ACAR, plus a whole lot more collected by our hint guru Adrian Jenkin.

How do you get it? Simply send a blank Amiga disk, a cheque or postal order for \$5 and a stamped, self addressed envelope to Phil Campbell, PO Box 23 Maclean NSW 2463. Please specify whether you're ordering Disk 1, which is still available, or Disk 2.

Amiga 600 blasts off

By now you've read about it, you've drooled over it, you've probably even seen it at your local Harvey Norman store. The Amiga 600 has well and truly taken off. And why not? I checked it out at the World of Commodore Show, and let me say, I was impressed. The price is right, the size is right - and most of all, the hard disk is right. The Amiga 600

puts Commodore back into contention as a mainstream player, and that's good news for us all.

So what does the future hold? Watch out for new games released on cards that slot into the A600's card port - just like the good ol' days of VIC 20 and C64 game cartridges! The new cards are much smaller and more elegant. They're pirate proof, they load instantly, and - most importantly - they're absolutely immune to virus attacks!

Rumour has it that a CD-ROM drive is on the way. The timing of the A570 release was crummy. This CDTV compatible add-on for the Amiga 500 was sort-of released only months before the A600 stormed the Commodore warehouses. While the future of the A570 is not assured, an A600 equivalent is under development. And more than likely, it will be tagged the A670, the model number mysteriously snatched from the A570 just before it hit the streets!

Software compatibility shouldn't be a problem. The A600 runs Workbench 2, and most new release games are already compatible. Add-ons will be a bit of a problem - the A500's cartridge port has been replaced with the card slot, so cartridges like the *Action Replay* will need some serious redesigning.

My advice? If you're looking for a new computer, grab yourself an Amiga 600HD.

And if you're thinking of upgrading your A500 with a hard disk - don't! The Amiga 600 complete with hard disk

doesn't cost much more than an A590 drive.

Dataflow updates entertainment range

Leading educational software supplier Dataflow has gained Australian and New Zealand distribution rights for products by US based Merit Software.

Merit publishes a number of well known products, including *Tracon II*, a multi-player air-traffic control simulator (\$109.95), *Moonbase*, a lunar "SimCity" (\$79.95, see review this issue), *Operation Combat* (\$29.95), and *Final Conflict* (\$69.95). For more information, call Dataflow on (02) 310 2020.

Lemmings 2 Due this month

Questor plan to ship *Lemmings 2* sometime this month in PC, Atari ST and Amiga formats. If it's even half as good as the original, we're in for a real treat. Stay tuned for a full review as soon as the game is available.

Other planned Questor releases include *Pool*, *Rookies*, and *Shadow of the Beast 3*.

Mindscape Rugby Winners

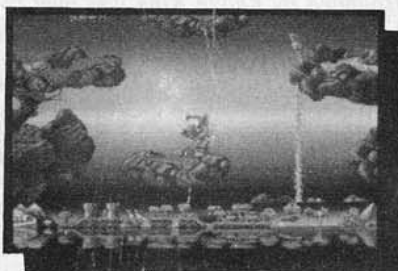
There was certainly an enthusiastic response to Mindscape's *World Cup Rugby Competition* in the July issue. We asked three easy questions - who won the World Cup in 1991, who captains the Wallabies, and who is the Australian team's winger. Everyone got the answers right - Australia, Nick Farr-Jones, and David Campese. The two copies of the C64 version of the game go to Andrew Kennedy, of Dundas NSW, and K Cardilini, Wesburn Vic. Randomly selected Amiga winners were Daniel Whiting, of Chester Hill NSW, who will enjoy playing the game on his brand new Amiga 600HD, Michael Dowling, from Melton Vic, and George Orfanidis, Paradise Park Qld. Congratulations to you all, and many thanks to Mindscape for providing the prizes.

Mindscape September Competition

This month's Mindscape give-away is the excellent *Fire and Ice*. We've got five hot copies to give away, and all you've got to do is answer these five easy questions:

1. Who sang *I've seen fire and I've seen rain*?
2. At what temperature is the "triple point" of water, and what does it mean? (Boy, that's a hard one!)
3. Who played the fiddle as Rome burned?
4. What Chinese food can you almost make out of the title of the prize?
5. What does ice do that makes fish feel very relieved? (Mmmm ... think about this one.)

Write your answers on the back of an envelope with your name and address, and send it as quickly as you can to Mindscape September Competition, c/o Phil Campbell, PO Box 23 Maclean NSW 2463. Don't delay! The competition must close by September 25th 1992.



Entertainment Letters

Keep those letters rolling in, folks - we're keen to hear from you with your entertainment comments, problems and news. Drop us a line at the Entertainment Mailbox, PO Box 23, Maclean, NSW 2463. Sorry, we can't give personal replies, but most relevant queries will be published.

Horsing around pays off

Dear Phil, Back in January or February someone wrote in wanting a horse racing program. I have come across one but I can't find the copy which the

C64 SOFTWARE

EXTENSIVE RANGE OF PUBLIC DOMAIN SOFTWARE FROM UK, USA, AUSTRALIA.
EACH DISK CONTAINS MANY EXCITING PROGRAMS FOR ONLY \$5 PER DISK.

● SPECIAL ●

INTRODUCTORY OFFER

5 DISKS - \$20

+ FREE CATALOGUE

GAMES - GRAPHICS
UTILITIES - TUTORIALS
IMMEDIATE DELIVERY

☐ PLEASE SEND 5 DISK OFFER
\$20 CHQ/M.O. ENCLOSED

Please tick your preference(s):

☐ Games ☐ Computing
☐ Art ☐ General

☐ PLEASE SEND FREE
CATALOGUE

Name: _____

Address: _____

PostCode: _____

Post To: BRUNSWICK PUBLICATIONS
PO BOX 458
BONDI JUNCTION NSW 2022

AMIGANUTS UNITED AUSTRALIA



Pd

Accredited
PD Library

AMIGANUTS UNITED
LICENCEWARE

AmigaNuts LicenceWare programs available
from the the following authorised dealers.

QUEENSLAND

GRAYWAY PD EXPRESS PD
(079) 548806 (016) 787125

DON QUIXOTE SOFTWARE
(076) 331560

SOUTH AUSTRALIA

AMIGA PUBLIC DOMAIN CENTRE
(08) 396 2163

WESTERN AUSTRALIA

QUADRANT COMPUTERS
(09) 375 1933

NEW SOUTH WALES

MEGADISC PTY LTD PRIME ARTIFAX
(02) 959 3692 (02) 879 7455

DEALER ENQUIRES WELCOME
PHONE (076) 331172

letter was printed in (I didn't use it to start the fire ... honest!). If the person out there hasn't found one yet, here is my address. That's about all for now.

Daniel Smith, PO Box 9,
Old Noarlunga, SA 5168.

Ed: Thanks for your help, Daniel.

Another ACAR Hints Disk?

Dear Phil, Enclosed are some hints for *Super Off Road Racer* and *Brainball*. I hope you can use them in your Entertainment Hint & Tips section. By the way, I like the way you have set out your latest version of the ACAR Hints Disk. I'm looking forward to the second disk release. I hope it's soon. How much would it be, or am I jumping the gun a little?

Bruce Sullivan

Ed: Thanks for the tips, Bruce. You'll find them reprinted on the Hints and Tips page. Glad you liked the revitalised ACAR Hints Disk. And funnily enough, ACAR Hints Disk 2 has just been released, with all the game hints, tips and cheat modes that we couldn't cram onto Disk 1.

And better still, the price is still only \$5! Send me a cheque or postal order, a blank Amiga disk and a stamped, self addressed envelope, and our highly trained staff will rush you a copy by return post.

Free Utilities!

Dear Phil, Hi again and thanks for publishing my letter and hints in your June magazine.

Now in regards to my "Free utilities offer" you asked me if "Diskmaster" is Public Domain or not, well my learned friends at the Bendigo Amiga Users Group assure me that V1.3 most definitely is. In fact, to the best of my knowledge, all the programs on my utilities collection disk are P.D.

The offer is still there for any ACAR reader who would like a free copy of my Utilities Disk. Send a SSAE (with at least a \$1 stamp on it) and a disk with perhaps a copy of your favourite utility on it to the above address.

Well, that's it Phil, thanks for being a part of the best Amiga magazine

around, I look forward to the next edition.

Denis Fitzgerald, 22 Balmoral Drv,
Golden Square, Vic, 3555.

Ed: Thanks for taking the time to check out the facts on Diskmaster. Even though your letter isn't strictly "entertainment", I'm sure lots of readers will take up your offer. Mmmm - I could even use some good utilities myself!

Going to the Dogs

Dear Phil, Could you please tell me if a Greyhound dog game called *Hounded* by Kelvin King was ever released for the Amiga 500. If so, is it still readily available. It was released for the C64 in 1987.

Paul Summers

Ed: I've never heard of *Hounded* on the Amiga 500, and I'd be very surprised if it was ever converted from the C64. If anyone knows more, please let us know.

Clubbed to Death

Dear Phil, Could you please let all the people out there know about the new club I am starting. It is called 'Motorheads Inc' and is for the players of car simulations/games. If anyone wants to know more, then they can send to me at - Drewe Zanki, 11 Murray St, Jewells NSW 2280.

Drewe Zanki

Ed: Just what the world needs ... another specialist computer club. But I guess all you rev-heads out there might as well keep each other company. Write to Drewe for more information.

Clubbed Again

Dear Phil, My name is Raphael Cendrillon and I am a 14 year old Amiga 500 user. After looking at all the clubs I found no Amiga clubs in my local area so I decided that I would find out more on the equipment needed to start up my own club.

After finding a total of ten other Amiga users just in my grade at school I was truly on my way to starting up my own club. Now comes the part where I need your help. What next? Will I need a local newsletter? If so

how do I put one together? Should I charge an enrolment fee? I have a billion other questions that I would like to ask but have the time not the space. Therefore may I suggest you do an article on starting a local club. Thank you for your time.

Raphael Cendrillon

Ed: Well, Raphael, the first thing you do is read ACAR a bit more carefully. This is the Entertainment Section, not the club section! But let's assume for a moment that you're talking about a club that specialises in games. I'd imagine you'll need to produce some sort of newsletter to let people know what's happening. *Pagesetter 2* is the perfect program for the job - desktop publishing on the cheap, but good quality. You'll need somewhere to meet, and you'll have to work out what you'll be doing at your meetings ... one word of advice. DON'T use the club as an excuse for swapping pirated software!

Amiga Advice

Dear Phil, I know this is the wrong end of the magazine to send this to, but could you please print as much information as you can on the A600, 'cause I'm thinking of getting one. On a lighter note, does anyone have a cheat listing or poke (with sys) for *Atomic Robo Kid* on the C64? I got this game today, and it's very addictive - but it's driving me up the wall. Please help. Even though I'm getting an Amiga soon, please put more C64 coverage in the magazine - some British magazines print 60 to 70 pages of complete C64 stuff. You can do it!

Adam Wade
Ridleyton, SA

Ed: No, Adam, we can't do it. After all, the entertainment section is only 16 pages long. We try to balance our coverage in the same proportion as the ownership ratio between Amiga and C64. Upgrading to an Amiga 600 sounds like a great idea; it's a beautiful little machine, though make sure you spend the extra cash on the HD model with Hard Disk - it's definitely worth it! Watch these pages over the next few months for help with *Atomic Robo Kid*.

Hall of Fame

Send your High Scores to
Juris Graney, 41 Cameron St
Maclean NSW 2463. Please
mark clearly whether your
scores are for C64 or Amiga.
And remember
**NO CHEAT MODES
ALLOWED!**

AMIGA

ACTION FIGHTER 132,530 R Baker
ALERT 359,700 Robbie Baker
ARKANOID 1,052,610 Steven Walter
AMAZED 130,500 Chris Turnadge
AXEL'S MAGIC HAMMER 329,800 Aaron
Buscumb
BAAL 134,250 Davo
BATTLE COMMAND 334,200 P Cain
BTTL SQDRON 99,999,999 (c) A Burbidge
BEYOND ICE PAL 67,626 (c) C Turnadge
BIO CHALLENGE 29,000 A Sanderson
BLOCKOUT 85,281 S Lark
BOMB JACK 382,310 David Dilkes
BUBBLE + 276,850 (c) Chris Toyne
BUBBLE BBL 2,960,380 K Cameron
BUDOKAN 6:08min (c) M Sorensen
BUGGY BOY 113,260 Pwthouse Nick
CAR-VUP 484,122 Happy Hacker
CHASE HQ 7,426,060 Pwthouse Nick
CONT. CIRCUS 4,815,390 Dolly
CRZY CHS 93,622,590(c) R Cameron
CRAZY CARS CHALL 3,000,000,000!!
Michael Summers
CRYSTAL HMR 6,787,921(c) K Cameron
CYBERBALL 475,000 David Marsh
DENARIS 53,900 Peter Evans
DIABLO 1,490 Timothy Johnson
DRAGON NINJA 246,400 R Matthews
DOUBLE DRGN 982,355 R Cameron
DOUBLE DRAGN II 187,830(c) D Carsburg
EDD THE DUCK 5,820 A Gormly
ELIMINATOR 246,570 Greg Munro
EMERALD MINE L 23 (d) T Johnson
FLOOD 13,135 Matthew Beelson
GEE BEE AIR RLY 308,726 R Irwin
GIANA SISTERS 87,827 M Beelson
GODS 3,957,622 (c) R Pitt
GOLDEN AXE 488,6(c) M Beelson
HYBRIS 2,367,250 Merakee Beaton
IK+ 1,039,200(c) Powerhouse Nick
IMP MISSION 66,380 Diane Urwin
IMP MISSION II 67,900(c) D Dilkes
INDIANA JONES LC (c) Philip Nicoll
INDIANAPOLIS 500 37.74sec/238.47mph
Michael Glenville
INERTIA DRIVE 33,600(c) A Gormly
KARATE KID II 54,000 M Summers
KILLING GAME SHW 699,270 D Thompson
KLAX 4,396,040 Happy Hacker
LEATHERNECK 86,500 S Crossland
LIVE AND LET DIE 96,520 M Beaton
MAJOR MOTION 50,658 O Webster
MENACE 996,481 Kamikaze Andy
MINDWALKER 306,214 P Schumacher
MOUSETRAP 71,977 Davo Rich
NARC 180,800 Damien Carsburg
NINJA MISSION 68,528 Chris Toyne

NITRO 283,000 (c) Brett Bannerman
NUCLEAR WAR 920 (c) Matt James
N. Z. STORY 546,695 E Beaton
ONSLAUGHT 39,918 A Gormly
OP THUNDERBLT 166,400 A Gormly
OP WOLF 355,680 G Wilson
OUTRUN 26,331,122(c)B Moen
OFFSHORE WR 626,345 J Booth
PACMANIA 3,250,140(c) A Burbidge
PINBALL MAGIC 332,390 T Chilcott
PINBALL WIZARD 3,893,570 S Hose
PIONEER PLAGUE 35,412 K Sooby
PLUTOS 299,000 Davo
POPULOUS 347,990 M Summers
PORTS OF CALL \$3,654,944,000 Status
1033 Troy Clarke
POW 612,865 David Thompson
RINBW ISLS 9,999,999 (c) T Johnson
RAMPAGE 212,912 Graham Wilson
RICK DANGRS II 68,450 S Southurst
ROBOCOP 375,520 M Summers
ROTOX 183,050(c) Faye Doherty
SIDEWINDER 904,350 S Easley-Eades
SILKWORM (H) 9,963,360 (c) R Cameron
SILKWRM (J) 2,369,571 K Cameron
SKWEEK 3,375,400 Faye Doherty
SPACE ACE 27,350 (c) Juris Graney
SPC HARRIER 210,855,250 Maverick
SPEEDBALL 17,650 Amos Burbidge
SPEEDBALL 2 394-2 Matt James
STARWARS 5,722,822-33 C Mings
STRIDER 175,350 Neil Young
SUPER CARS 24 races D Thompson
SPER HNG-ON 25,042,850 D Worthy
SPER OFF-ROD \$350,000 A Gormly
SUPER WONDER-BOY 87,190 J
Stubbings
SWIV(H) 2,108,210(c) R Adams
SWIV (J) 1,788,100 S McKinlay
SWRD OF SODAN 403,500 S Begley
TEEN.M.N.TRLS 546,600(c)J Leeken
TERMINTR II 53,968 (L6) S Hoffman
TEST DRIVE 131,076(c) J Noglet
TEST DRIVE 2 659,992 M Summers
TETRIS 39,586 (774 Lines) C Lewis
TETRIS Level 232 Stephen Lark
THE RNNING MAN 123,500 D Rucci
THUNDERBLADE 2,034,040 De Moose
THUNDERCATS 522,300 S Southurst
TOWER OF BABEL 25,934 (c) S Lark
TRBO OUTRN 100,260,819 M Mantle
TURRICAN 1,735,100 (c) A Jenkin
TURRICAN II 3,307,700 (c) M Beelson
TV-SPORTS BSLL 192-39 M James
TV-SPRTS FBLL 189-0 D McKinney
TWINWORLD 24,640 Carol Love
TYPHOON 54,255 Owen Webster
U.N.SQDRN 762,255 (c) T Stojanowski
VIRUS 19,801 Scott Southurst
WHIRLIGIG 28,210 Nathan Allen
WINGS 432 kills Robert Irwin
WINGS OF DEATH 56,670 Robert Irwin
WONDER BOY 381,186,042(c) K
Cameron
XENON II 1,107,280(c) Mark Porta
ZOOM 67,051 Steve Jones

COMMODORE 64

ALLEY CAT 1,101,150 Simon Mitchell
ALTERED BEAST 312,400 Rick Zanker
ARKANOID 930,340 Joseph Wright
ARKANOID 2 756,250 Mean Max
BATMAN 521,360 The Joker
BATMAN-THE MOVIE 1,087,080 M
Bradley
BANGKOK KNIGHTS 39,600 Josh Smith
BOMB JACK 521,820 Adam Wade
BUBBLE BBLE 6,963,930 (c) D
Gavrilovic
BUGGY BOY 182,790 P Murray
CABAL 194,450 The Joker
CHASE HQ 11,366,900(c)Happy Hacker
CHASE HQ II 29,100 (C) Adam Wade
CREATURES 10,123 Adam Malinowski
DAVID'S MID MAGIC 669,150 The Joker
DOUBLE DRAGON 35,820 (c) Alul Prasad
DOUBLE DRAGON II 255,190 N Heeswyk
DRAGON BREED 496,870 Happy Hacker
FAST BREAK 136 to 9 Chris Byrne
GHOSTS AND GOBLINS 325,600 A Wade
GHOULS & GHOSTS 558,110 (c) A Wade
GIANA SISTERS 287,100(c) Adam Wade
GRYZOR 228,600 Mean Max
H. MARADONA Level M N. van
Heeswyk
HAWKEYE 207,650 Adam Wade
IKARI WARRIORS 308,300 Jason Aldridge
INT. KARATE 139,300 Paul Millward
LAST NINJA II 19m05s (c) Marc Bell
MIDNIGHT RESISTANCE 28,540 (c) D
Pike
MEGA GIANA SSTRS 328,746 Mean
Max
NEMESIS 1,633,200 Adam Wade
NEW ZEALAND STORY 52,600 J McLeod
OPERATION THNDRBLT 78,600 A Annen
OPERATION WOLF 776,350 Winston
Diaz
OUTRUN 16,952,780(c) Adam Wade
PARADROID 103,080 Chris Nilsson
PAPERBOY 103,100(c) John Nunes
PIRATES 143/100 D Steward
POPEYE 54,230 James McLeod
POWERDRIFT 872,940(c) Adam Annen
QUE-DEX 639 Chris Byrne
R-TYPE 1,890,210 Alul Prasad
RAINBOW ISLS 7,653,241 A Malinowski
RAMPAGE 180,000 Adam Wade
RICK DANGEROUS 66,280 Adam Annen
ROBOCOP 237,170(c) Adam Wade
ROLLING THUNDER 417,280 Adam
Wade
SALAMANDER 235,300 Paul Millward
SHINOBI 664,372(c) Winston Diaz
SILKWORM (Hel) 965,200 (c) Adam
Blanch
SILKWORM (Jeep) 244,500 (c) A Blanch
SKATE OR DIE Freestyle 22,850 The
Joker
STREET FIGHTER(c) 168,900 A Wade
SUPER CYCLE 223,040 Andrew Gormly
TARGET RENEGADE 330,450 C. Byrne
TEST DRIVE 36,144(c) John Nunes
TEST DRIVE II 249,543 (c) A Batroc
TETRIS 35,335 (459 lines) Adam Annen
THE TRAIN 9,500(c) Adam Annen
THUNDERBLADE 1,734,040 Troy
Morrison
THUNDERCATS 269,500 Joseph Wright
T.M.N TURTLES 4,340 James McLeod
TOUR DE FRANCE 8:59:03 James
McLeod
TRAZ 54,560 Dave and Sue Upton
TURRICAN 1,239,040 Adam Malinowski
UNTOUCHABLES 70,230 Simon Watford
WIZBALL 999,999 (c) G. Beaven
WONDERBOY 560,320 Happy Hacker
WONDERBOY 2 34,640 James McLeod

Scores followed by (c) indicate
that the game has been
completed.

Our NEW personal computer magazine



Some of us have to use PCs,
MS-Dos and Windows.
For such unfortunates we
have created *Australian PC
Review* which tries to clear up
the mysteries, sort out the
problems and generally try to
make the life of the PC user
less of a total misery.

**Every month from
your newsagent**

\$3.50

Or subscribe -
\$38 for 12 issues, \$20 for 6

Please enrol me for issues
subscription to Australian PC
Review, starting with the
issue.

I enclose a cheque/money order for
\$.....

OR

Please charge my Bankcard ☐
Visacard ☐ Mastercard ☐

Number.....

Expiry date

Name:.....

Address:.....

.....Postcode

Post to Gareth Powell Publishing
21 Darley Rd, Randwick, 2031
Phone: (02) 398 5111
Fax (02)398 5111

MICHAEL SPITERI'S

Adventurer's Realm

September marks yet another year of Adventurers' Realm, the only column in any Australian magazine that specializes in helping adventurers on Amiga, C64, Vic20, and Commodore PCs. We have established a huge network of clever contacts who freely volunteer their time to help you. An updated list will be printed in the January issue, or you can write to us for a copy.

If the Clever Contacts cannot help, you could try one of our free hint sheets. If that fails, then simply send in your problem to me, and if I can't help you, I'll print it among these pages for others to peruse.

The Realm is not only about solving problems, we gratefully accept any hints

and tips, and we are very interested in your news and views regarding adventure and roleplaying games.

The address to write to for anything to do with adventure and RPGs is: Adventurers' Realm, 12 Bridle Place, Pakenham, Vic 3810.

If you want specific help in Role Playing Games (RPGs), then direct your mail to Kamikaze Andy (alias Andrew Phang). He has heaps of hints on RPGs (as well as being a clever contact), however he does not have hint sheets - so don't ask him for any. His address is: Realm's Dungeon, PO Box 1983, Canning Vale, WA 6155.

Always enclose a stamped addressed envelope.

Affordable Multi-Game Hint Books

Computer Adventure Games: Hints and Tips (The Second Official Adventurers' Realm Hint Book) is available from newsagents all over the nation at only \$9. Great value considering you get hints and tips to over 25 games, valuable playing tips, and bonus adventure mapping sheets. Look out for the big dragon on the front cover.

If your newsagent doesn't stock it, do them in to Darrien on (02) 398 5111.

There are still a handful of copies left of the *First Official Adventurers' Realm Hint Book*, which contains hints and tips to over 40 adventure games. You can order your copy directly from the Realm. Just enclose \$9 (which includes postage and packing) in an envelope, and send it to: Realm's First Hint Book, 12 Bridle Place, Pakenham, Vic 3810.

Hot Gossip from the States

Return of the Zorkers? This could become a reality next year when Activision release a new Infocom title, *Return to Zork*. So far we have had the ever popular *Zork I*, *Zork II*, and *Zork III*, plus *Zork Zero* and *Beyond Zork*. All have tantalised and troubled adventurers for well over a decade. Well, Activision have seen fit to resurrect the *Zork* legend, bless their little cotton socks, and we could see *Return to Zork* on our shelves some time next year.

Activision have also released all of Infocom's classic text and graphic adventure games in two great packages. *The Lost Treasures of Infocom* (1 & 2) each contain over 15 adventure games that were once classified as the best in the world. Package 1 is available now for the Amiga and Commodore PCs.

Free Hint Sheets

The Lady of the Realm, Kerrie Spiteri, is still doing the backstroke in last month's letters. You can make her job easier by always including a stamped addressed envelope. Send a list of the hint sheets you would like on the back of an envelope to: Free Hint Sheets, 12 Bridle Place, Pakenham, Vic 3810.

You can select up to four hint sheets for free (yes, free!) from the following list: *Corruption*, *Pool of Radiance*, *Zak McKracken*, *Maniac Mansion*, *Zork I*, *Zork 2*, *Zork 3*, *Bards Tale I*, *Bards Tale II*, *Bards Tale III*, *Guild of Thieves*, *Jinxter*, *Pawn*, *Fish*, *Uninvited*, *Deja Vu*, *Hampstead*, *Hitchhikers Guide*, *Faery Tale*, *Borrowed Time*, *NeverEndingStory Pt1*, *Dracula Pt2*, *The Hobbit*, and the Complete Clever Contacts Listing.

C64 Adventure News

Peter Nuzum of Lara took up the special offer by Brunswick Publications for five disks packed with C64 adventure games at only \$3 a disk. Peter found that many of the games were quite good, and represented excellent value for money. If you missed this offer, here it is again. Send \$15 to PO Box 458, Bondi Junction, NSW 2022 made out to Brunswick Publications. Make sure you mention Adventurers' Realm!

The Maxwell Computer Centre in Nicholson St, Abbotsford, Vic, are one of the very few stores who continue to support the C64, and they have hundreds of new release C64 adventure games. Send them a line for a free catalogue, or drop in and browse.

Adventurers' Realm will continue to give free plugs to any business or organization who support the C64 as far as adventure and RPGs are concerned, so send in your details now. C64 users are starving for new adventure games.

MegaDisc Disk-Magazine & PD

... for the best in Amiga info and entertainment

NEW FreePost - No stamp required when sending orders!

Free Number for Contributors & ORDERS : 008 227 418

Megadisc was designed to help you really learn how to use your Amiga. Tutorials, articles, reviews, hints and tips, useful software, and much more are included to help both the beginner and the veteran to use the Amiga more productively. Not too serious and not too lightweight, Megadisc aims to teach you *how* to do things. Available as single issues, subscriptions of any three or six issues (for only \$45 or \$79), or as a Trial Pack (including Mega-Dos, our Amiga Manual-on-Disk and Megadisc 28, and our Catalogue-on-Disk). Megadisc is a proven performer for both quality

and quantity of information and fun. Megadisc subscribers get lower prices on all our products, including mail order & the largest collection of quality public domain disks (almost-free software), now \$2.50 each to current subscribers. **Subscribe now and be in the draw for 40 free Public domain disks of your choice!** Every Megadisc has the latest Virus-Killer, and each Megadisc contains as much material as four conventional magazines, plus material available only on a disk. Don't accept imitations or PD rip-offs!

MEGADISC 29 AVAILABLE NOW!

Order Megadisc 1 ~ 28 and a Catalogue-disk for \$220!
That's 29 information-packed disks with ALL available Amiga info!

Trial Pack - Megadisc 28, Megados, and Catalogue-Disk for \$29.

Amiga Dos Manual-on-Disk, with all you need to know of CLI and Workbench \$19.95

Subscribe for less!
\$45 for a 3-Issue subscription (2 free PD incl.) \$79 for a 6-Issue subscription (4 free PD incl.)

The ORIGINAL & BEST AMIGA Public Domain Disk Library Call and get your FREE Catalogue-on-disk & browse at leisure

Our PD collection of over 3300 disks contains databases, word-processors, spreadsheets, demos, graphics, tutorials, animations, utilities and more! All disks are virus-free, and many are unavailable anywhere else. The disks shown below are just a small fraction of our collection, which is described on the catalogue. Individual disks cost \$3.50 each, or if you're a subscriber to Megadisc disk-magazine, only \$2.50. Buy 10 PD disks, get one free ~ ie get 11 PD disks for \$25 or \$35!

MUSIC AND SOUND & DEMOS

SoundTracker Suite - 7 disks, set up for listening and composition \$20
SoundTracker Modules 10-Packs 1, 2, 3 & 4 - set up for instant listening \$30
MED Tunes & Samples 12-Pack - Set up with MED composition package
Sampled Sounds 10-Pack No. 1 - All kinds of off-the-wall sounds \$30
Sampled Sounds 10-Pack No. 2 - More sounds for use in your programs \$30

DTP

ALL-NEW CLIP-ART PD 10-PACKS I & II - 2 packs of 10 disks full of terrific Clip Art for \$3 each!
PageOne ClipArt 4-Pack - Cartoon, Animal, Birds \$12
PageStream Fonts 12-Pack - 12 disks full of Type 1 Postscript Fonts for use in PageStream \$35
GTS CGFonts 3-pack - 37 PS fonts for \$12

4 GAMES MegaPacks of 10 disks each (\$30), with all the latest and greatest games, easy to use:

Game Pack 1 - all the old classics

Game Pack 2 - Cave Runner, Mastermind, Conquest, AmyAdl, Eat Mine, Simpsons, Defender & more

Game Pack 3 - Doody, TwinTris, Zargon, Cubulus, Arcade Classics, Peters Quest, Air Ace 2, & more

Game Pack 4 - Defenda, BugBlaster, Cosmic Racer, Zut Alors, RollerPede, Llamatron, Trix & much more

Apart from these specially chosen disk packs, we have over 130 MORE disks full of games of all descriptions! See the full listing on the Catalogue-disk.

DEMO Compilations 12-Pack No. 1 - all the greatest hacker demos & scrollics \$35 (1 Meg required)

UTILITIES PACKS

Home Business 10-Pack \$30 - Organisers, accounts, database, calendar, s/sheet & more

General Utilities 10-Pack \$30 - Multiple utilities, nibble copier, for WB & CLI

C Programming 5-pack \$15 - Complete C manual and C compiler

Workbench 2 5-Pack \$15 - WB2 utilities, hard disk helpers and Comms package

Icon 4-pack \$12 - All you need to understand and create icons 1 Comms 4-pack \$12

AmigaNuts LicenceWare-OctaMED V. 2.0 \$50 AmyBase Pro III database \$35, Assembly compiler and much more - see our catalogue for details.

MEGADISC MAIL ORDER - See Catalogue or Megadisc for full range

* **Scram 2000** - Ram Expander (to 8 Meg) and Hard Card, with SCSI interface for A2000, 16-bit data transfer \$289 + P&P

* **Scram 500** - Small Ram expander (to 8 Meg) and SCSI interface for A500 \$279 + P&P. Enquire also about extra RAM and SCSI hard drives for these units. Get free disks with all Megadisc Mail orders, & free subscriptions for larger orders!

Send to: FREEPOST 80, MEGADISC, PO Box 759, Crows Nest 2065

Telephone: (02) 959 3692 (all hours) Fax: (02) 959 3525

Contributions to Megadisc of any kind are most welcome ~ please call

We do not charge for Postage and Packaging, and there are no hidden extras in our prices

We also take BankCard, MasterCard and Visa Orders by Phone or Fax.

I enclose a Cheque/Money Order for _____ or please charge my Creditcard: MasterCard/BankCard/Visa No: _____

Exp: _____ Please send me orders as marked on this page, or as listed in accompanying note

Signature _____ Name _____

Address _____

Telephone _____ Date _____

Adventure Chit Chat

Peter Nuzun writes with glee ... "I finally did it - I got through one of the C64 Pro-Pack games. This has only taken me four years. The game is *Last Planet*. Unfortunately I am still stuck in the other two - *Island of Spies* and *The Temple Curse*. I have included a hint sheet for *The Last Planet*."

MS: Well done Peter, and to make sure adventurers don't have to wait to see your hint sheet, I've decided to print it in its full glory this month.

Matthew Armstrong of Geelong in Vic writes ... "I rang a computer store in Geelong to see if *Monkey Island 2* was in. They said wait about two or three weeks. I desperately want this game and I don't know if they are right. Your magazine has said things like "Expect

Monkey Island 2 this month." It said this a couple of months ago. Could you please help me out in any way?"

MS: *Monkey Island 2* is out now, however current indications show that it won't stay on the shelves long enough for you to think about buying it. It is a big hit, however it did have a delayed release (beyond the Realm's control!).

Dave Betts of Modbury Heights in SA writes ... "I have just received *Pools of Darkness* from a friend in the States for my Amiga. The game is huge and looks great. The spell effects are visually far superior to any other of the series and I think it will take quite a while to complete."

MS: Thanks for your comments, Dave. Kamikaze Andy will probably keep us updated on the release of *Pools of Darkness* in Australia.

Chris Turnadge writes ... "Is *Countdown* by Access Software available on the Amiga? If so, how much is it and who distributes it?"

Chris also mentions that you should try using GOLD as a nav-code in *Mean Streets* for an interesting view.

Sylvia Symonds of Toowoomba in Vic (?) writes ... "I am writing this letter to thank Alex Stivala for helping me out in *Red Moon* and Andrew Gormly for his help. The only trouble is, I wanted to know if *Rick Dangerous 2* is available on disk for the C64. I am still trying to find out about *Erik the Viking*. Any help would be fine!"

MS: I would also like to thank Andrew Gormly for his *Labyrinth* solution, Michael Cook for the *Battletech* codes, and Peter Georges for the *Monkey Island* hints. Can anyone help Sylvia?

Adventure Trading Post

In this new service to Realmers, you can swap your old adventure games for others, sell your games, or put out a plea for a game.

Daniel Smith of PO Box 9, Old Noarlunga, SA 5168 has *Three Stooges*, *Rocket Ranger*, *Sinbad and the Throne of the Falcon*, and *Knights of the Sky*. He would swap these for *Monkey Island 1* or any SSI AD&D games.

MohitRoo of 17 Lynette St, Boronia, Vic 3155 is after *Mindwheel*, *Zork 1,2,3*, *Beyond Zork*, *Hitchhikers Guide*, and *Heart of Africa*. He would be willing to buy these games, however he does have some older ones to swap. Write to Mohit for more information.

Matthew Armstrong of 11 Harcombe St, Bell Post Hill, Geelong, Vic 3215 has *Indy* and *Police Quest 1*, and he would like *Maniac Mansion* or *Zork 1*. He might also pay cash for *Maniac Mansion*.

Clever Contacts

Paul McLachlan of 60 Hertfield St, Blakehurst, NSW 2221 is the latest Realmer to join the Clever Contacts network. He can offer help and maps in all of the old adventure games by Infocom.

Another new member is Daniel Leggett of 16 Knighton Place, South Penrith, NSW 2750. He can offer help in *Champions of Krynn*, *Death Knights of Krynn*, *Police Quest 1 & 2*, *Kings Quest 1,2,3* and *4*, *Space Quest 3*, *Codename: Iceman*, *Gold Rush*, *Manhunter: New York*, *Indy*, *Larry 1,2,3*, and *It Came From The Desert 1*. Please enclose a stamped addressed envelope.

Peter Nuzum of 50 Smeaton Close, Lara, Vic 3212 joins the ranks by offering help in *Maniac Mansion*, *Zak MacCracken*, *Runaway*, *The Last Planet*, *Deja Vu*, *Bastow Manor*, and most of Scott Adams adventures.

Another new contact is Aaron Davis of 1503 Dohertys Rd, Werribee, Vic 3030. He can help out in *Space Quest I,II,III,IV*, *Kings Quest IV,V*, *Maniac Mansion*, *Police Quest II*, and *Black Cauldren*.

Matthew Armstrong of 11 Harcombe St, Bell Post Hill, Geelong, Vic 3215 has updated his list of games to now include *Monkey Island*, *Indy*, *Zak*

McCracken, *Bards Tale*, *Larry 1*, *Space Ace*, *Kings Quest 1,2,5*, *Police Quest*, *Hugos House*, *Sim City*, *It Came From Desert*, *Maniac Mansion*, *Zork 1,2*. Send Matt 50c for photocopies of solutions, and a blank disk if you would like his team of Bard's Talers. Please enclose a stamped addressed envelope.

Also from Geelong, and updating his hints list, is Andrew Malden, 60 Heytesbury St, Herne Hill, Geelong, Vic 3218. Send him 50c for a photocopy of the game you want. He has hints for *Might and Magic 3*, *Ultima IV*, *Hitchhikers Guide*, *Robin Hood*, *Leisure Suit Larry*, *Maniac Mansion*, *Kings Quest 5*, *Lemmings*, *Bard's Tale*, *Zak MacCracken*, *Indy*, *Cruise for a Corpse*, *Hugos House*, and *Monkey Island 1 & 2*.

Clever Contact Mark Healy of 78 Ipswich St, Esk, Qld 4312 adds *Monkey Island 2* and *Kings Quest V* to his list of games.

The Clever Contacts are all volunteers, so please make sure you make their job as simple and as uncostly as possible. Always enclose a stamped addressed envelope, and always enclose sufficient funds for any photocopying required. Finally, a very big thank you to all our Clever Contacts.

Problems, Problems & more Problems or the Troubled Adventurers Dept.

Dave Betts of Modbury Heights in SA writes ... "I am presently playing *Eye of the Beholder 2* and have come across a problem that I cannot solve. I have nearly completed the test area and have fed all the mouths with the various objects they hungered for, but I cannot find the last item which is the cursed sword Hunger. Without this I cannot get the door open to the towers. Hopefully you can help me."

Peter Nuzum, having solved Last Planet, is now deeply troubled by the two remaining Pro-Pack adventure

games. In *The Temple Curse*, how does he get out of the furnace after getting the main treasure, and how and where are the skull and magic blanket used. Then in *Island of Spies*, how does he enter the passage to the south in the mining ground after pulling the rock away.

Steven McKinlay writes ... "I seem to be stuck on the second level of *Knightmare*. I have collected four of the golden keys and passed through those doors but am now stuck as I need a fifth and cannot find this vital key. I have searched the entire level for any obvious place but cannot find it. Where is the hidden key or how do I get out of this predicament?"

Stuart George from Springvale is stuck in *Time Quest*. He has saved Caesar's life, got the powerful aphrodisiac that turns you into bigfoot (!), but with so many options open to him, what does he do next? How does he get the cloak off the old scholar man from Rome? Is he supposed to put the gem from the God of Pain's stomach into his

mouth after all the Chinese guys die? Why does the druid only say one thing all the time whenever he asks him something? How does he get out of the cannibals' pot? As usual Stuart is up to his neck in problems. In *Fantastic Four*, how does he get the thing out of the tar pit? He cannot get to the bottom of the pit because he cannot hold his breath long enough.

Louisa Sellek is stuck in *Monkey Island I*. She has defeated the Sword Master and has pinched the idol, but she cannot seem to find Stan.

Peter Georges of St. Clair in NSW is tackling *Eye of the Beholder*. It appears some yellow spiders are distracting him. Any takers?

Peter Kelly of Croydon Park in NSW would love to have any help, tips, or cheats for *Legend*. You could try a Clever Contact, Peter.

Michael Cook from Tassie is stuck in *Cadaver*. He is lumbered on the second level and cannot get anywhere. Any *Cadaver* experts out there?

Help, Help & more Help or the Smart Adventurers Dept.

Andrew Gormly of Walkerville in SA comes to the rescue of Stuart George who couldn't find the Mark of the Snake in *Ultima III*. Andrew replies ... "The Mark of the Snake, according to my trusty notebook, can be found on the eighth level of the dungeon on the large island east of the mainland. Once you have this, and if you have both of the other two Marks (King and Fire), the Mark of the Force should also then appear on that level."

Robert Germein writes from between addresses at a terminal in Fremantle to save Jody Lidstone in *Conquests of Camelot*. To cross the ice you must pick up the rose from rose bush and when you are at the edge of the ice, say the mes-

sage of the rose. Stay inside the magical stuff and you will cross the ice. Give 5 silver coins to the old ones. They will give you a key which you use to open the well. Inside the well is the crystal heart, which gives you ... (MS: Too much Robert! Jody can work out the last bit.)

Matthew Armstrong and mates were stuck in *Kings Quest V*. To escape from the forest, mix jewels with honeycomb and something amazing should happen.

Chris Turnadge was unable to get off the ship in *Monkey Island I*. Try putting the gunpowder in the cannon nozzle and use the rope as a fuse, burn the feather for a light and use the pot.

The Special Quests of Eye of the Beholder

Wently Kelso writes ... "I would like to advise you of the special quests which are in the game *Eye of the Beholder*, as requested by Matthew Beetson back in May. These quests do not have to be completed to finish the game, and have been included as an extra bonus."

MS: Thanks Wently. Here are the special quests:

Level 1 (Kobold) Find the shelf with two scrolls south of the ladder. Take the scrolls and put a knife in the shelf.

Level 2 (Zombie) Find the four dagger wall carvings and place a dagger into each carving.

Level 3 (Kuotoa) Remove the four gems you inserted in the statue's eye.

Level 4 (Spider) Pull the chain just north of the entrance first.

Level 5 (Dwarf) Put six food rations in the shelf marked pantry.

Level 6 (Kenku) Put all ten kenku eggs in the room marked next.

Level 7 (Drow) Take the stairs to the room with five portals. Put a stone portal key in each of the three shelves.

Level 8 (Hell Hound) Find the room with twelve empty flame gauntlets. Put a dart in each one and then step on the tread plate.

Level 9 (Displacer Beasts) Take the stairs to the room with the message "It is written the key lies on the other side", then throw a dart at it.

Level 10 (Mantis) Find the room with three shelves and four waiting mantis warriors. Put a kenku egg in the

centre shelf, the end shelf, and the shelf nearer the door.

Level 11 (Mind Players) Find the room with eight levers. Pull six levers down and leave the second lever from each end up. Put any scroll in the shelf to the south and then pull the closest lever twice. Return the dwarven healing potion found here to the draves on level 5.

Level 12 (Xanathar) Use the wand of Silvias to force Xanathar back into his own blood stained trap.

Hints for the Last Planet ... by Peter Nuzum.

Many of the items are red herrings so be choosy in what you take. Use one item from the rotting house to cross the ravine at the lake. The item in the shed will be important in dealing with the green man. Climb the stalactite in the cave to see the picture. Get the ice and slide to get out of the ice cavern. Go east and collect everything you find. Type Help into the computer to get assistance. Move the green man before shooting him - a broken mirror won't be good

to you. Shoot the gun more than once to weaken the force field enough to hold the mirror properly. Think disco to enter the force field. Wake the guard and make friends with him by giving him something that he lost. You will have to fly up the lift to reach the four buttons. Make sure you get the order correct when using the three switches in the lift control room. Make sure you have the item found in the lift when you start the spaceship engine. You should now be able to reach the lift buttons so make sure you press the right one.

ENTERTAINMENT & HINTS & TIPS

After a disappointing lack of Hints in the mailbag this month, I thought our resident shyster Juris "UBI" Graney could lend us a hand with some Amiga hints. First off, Juris offers these tips for Action Replay Cartridge owners.

The following cheats give extra or infinite lives:

The Simpsons - 006021
Xenon II - 000CCB
Gods - 000255PP
Hammer - 01058F
Chuck Rock - 00697F
Robocop II - 001695
License to Kill - 01081FSt
Dragon - 01160B
Backlash - 00A0C0
James Pond - 0001B1
Baal - 00FA20
Wizball - 05907D

Super Wonder Boy - 009F9 (this gives you credits)

Brat - 0080B7

Switchblade II - 00261F

Navy Seals - After the flop of the movie, the game wasn't much of an improvement. Still, type PSBOYS on the highscore table. Then press ESC to skip levels.

Judge Dredd - Although an ageing game, old Judge is still very hard. So to skip levels, follow these simple commands. Log on the computer as DREDD. Then type BRUCKEN PLAYING HEROQUEST.

Gazza 2 - Why anyone would buy this game is beyond me. Still if you're having trouble winning, when you are winning, press ESC to win the match.

Sly Spy - James Bond, eat your heart out. To create infinite credits, enter 007 as a level code then type in SHAKEN NOT STIRRED.

Brat - I know a few of these, but if ol' Nathan isn't up to scratch, try these level codes for the later stages:

1-BISHIAMO,
 2-MIHEMOTO,
 3-SASUTO20.

Super Cars II - To access the cheat mode in one of my favourite games, enter player one's name as 'Wonderland' and player two's name as 'The Seer'.

Killing Game Show - Another one of Psygnosis excellent games. One of my friends hates this game, but enjoys

watching the intro. Cooeee Tim. Anyhow, while the replay is playing hit the HELP key and you'll restart from that point with five lives.

That's it from Ubi's hint collection. Now here's a few tips from our readers.

First, let's hear from Bruce Sullivan. *Super Off Road Racer* - To get infinite credits, says Bruce, before inserting the disk hold down the fire button or use the auto fire button. Keep the button down until you get to the selection screen. Play the first race and when the shop screen comes up, if the credit window has symbols instead of numbers then the cheat worked. But, Bruce notes, you will still have to push the fire button to continue when you lose a race.

Rainbow Island and New Zealand Story

Finally this month from James McLeod in Sebastopol, Vic, comes the news that pressing down the right mouse button as you load *Rainbow Islands* and *New Zealand Story* will give unlimited lives.

Brainball - Bruce also sent a complete set of level codes for *Brainball*, and here they come...

1.	11.BIGAGNUS	21.LAMBADA	31.FLIPPER	41.HOOLIGAN
2.WELLDONE	12.CHIPCHIP	22.ERTERZUT	32.COFFEE	42.LEVEL 42
3.PPHAMMER	13.HATTHATT	23.LEVEL23	33.DOENER	43.OWLPARTY
4.FORTUNE	14.FRANKLIN	24.BIGDREAM	34.NO COKE	44.FREESHOT
5.READY	15.PJOTRE	25.CINEMAXX	35.SMOKIE	45.BIERZELT
6.STEADY	16.HUI LUIS	26.SMARTIES	36.ALLSTAR	46.LAADAADI
7.NO GO	17.ESCAPE	27.LOGOGO	37.SOLFWARE	47.LAADAADA
8.JOYSTICK	18.CONTROL	28.SQUARES	38.COMPUTER	48.NOWAYMAN
9.RUTODFGP	19.SPACE	29.SPEEDIE	39.DISKFULL	49.RUSHRUSH
10.DENISE	20.AMIGAFUN	30.SERPENT	40.HARDWARE	50.THE END

The Dungeon by Kamikaze Andy

I have received several letters asking why the Dungeon (or indeed the Realm) has not published the answer to a particular problem found in Infocom's *Battletech* RPG. The reason is simple: if you don't already have the solution, then you probably don't have the game manual (and that makes it a very dodgy situation indeed). The question most often asked about *Battletech* is, of course, what to do in the Map Room. So now you know: Look in the MANUAL!

It seems that Legend Entertainment (publishers of the *Spellcasting* series of text/graphic adventures) read last month's Dungeon, because they immediately confirmed with me that they would not put out Amiga versions of their games. This is disappointing news since their latest release, Frederick Pohl's *Gateway*, is simply brilliant, with excellent graphics and animation, and moderately tough puzzles.

New Dungeon Master

Hottest rumour of the month is the possibility of a new *Dungeon Master* RPG from the original designers, FTL Software. While Amiga RPGers have been patiently waiting for the "space based" *Dungeon Master II*, it seems that FTL have been busy converting their original hit onto other platforms (like the Super Nintendo) instead of starting work on the sequel. *Dungeon Master II* will have to redefine the state of the art in computer 3D role playing if it is to emulate the success of its predecessor, given the excellence of some other similar games available today (like Electronic Arts' *Black Crypt* and SSI's *Eye Of The Beholder II*).

Speaking of SSI, their latest release date for *Prophecy Of The Shadow* (one character RPG with overhead graphics like *Ultima*, mouse/icon control, and digitized video footage) is the end of this month. Sure ... we've heard that one before. They also claim that *DarkSun: Shattered Lands* will make it to the shelves by the New Year, and hopefully will be joined with *Eye Of The Beholder III* (probably much later in 1993) and *Treasures Of The Savage Frontier*. The latter is slightly better than its awful predecessor, in terms of storyline at least. I won't comment on the actual implementation of the game on the Amiga until the final product is released. It looks like *Treasures* will be the last in the *Savage Frontier* series, which is unusual since SSI usually try to milk as much as possible out of their AD&D license.

Dark Queen of Krynn

Dark Queen Of Krynn (also the last in this particular series of AD&D RPGs, set in the DragonLance world of Krynn) appears set to ship in a few months time. This time your party has to confront the evil Dark Queen herself, with the chance to rid the realm of this menace forever.

While strictly not a role playing game, Ocean Software's *Epic* does possess some RPG characteristics (storyline, character development over a period of time and missions, and one or two others) and it's simply one heck of a computer game! If you can't wait for Origin's *Wing Commander* (which has been delayed yet again) then you have to check this one out. Hopefully Ocean will do as good a job with *Hook*,

a graphic adventure based on the Spielberg movie. *Hook: The Graphic Adventure* bears striking similarities to LucasArts' *Monkey Island II*, right down to the icon inventory controls and the type of "piratey" humour found in both games. Early screenshots look promising, so you might want to have a look at this one as well.

As for LucasArts, their *Indiana Jones And The Fate Of Atlantis* will finally ship in a month or so, and may soon be followed up by another similar product next year. This time, expect it to be based on the Young Indiana Jones Chronicles, a weekly US TV series that explores the life of a teenage Indy in various historical adventures. At this stage, it doesn't look like their plans for *X-Wing* (as mentioned last month) will make it onto the Amiga.

This month sees the release of *Daemonsgate*, the first of what is a planned series of RPGs from software publishers GameTek. The designers hope to fill the void left by Origin's *Ultima* series after suggestions that Richard Garriott's company would not continue converting its hit products for the Amiga. *Daemonsgate* uses an overhead perspective like *Ultima*, but promises a lot more interaction with characters in the game world, as well as lots of colourful graphics.

Magic Candle

Mindcraft hope to have *Magic Candle II* out for Amiga by the end of the year at the latest. They are still considering plans to convert the first *Magic Candle* (some of the guys at Mindcraft feel that the original would be too old for the Amiga RPG market and thus not worth the effort and money it would take to produce an Amiga version).

Another well known RPG publisher, New World Computing, has announced that its next *Might And Magic* scenario will be called *Clouds Of Xeen* and will be set in a world completely different from that of *Might And Magic III* (though the same basic interface will be used). Expect to float above the *Clouds Of Xeen* in early 1993.

Lace up those boots, soccer fans, as Gavin Parsons signs on for a tour with the Poms in ...

John Barnes European Football

Ere we go, 'ere we go, 'ere we go" I cry with the enthusiasm of an English football supporter. I've been selected to join John Barnes in the English Soccer Team to compete in the European Championships.

My soccer freak friends tell me that John Barnes debuted for England in the 1986 World Cup. He's left wing for Liverpool, and is a legend with his free kicks. Programmed by Krisalis, *John Barnes European Football* follows their earlier titles Manchester United and Manchester United Europe - these guys have some experience with soccer sims! I discovered that the English and the Europeans are as fanatical about their computer soccer sims as they are about the real thing. There have been at least 15 other soccer games released for the Amiga ranging from excellent (*Kick-Off 2*) to fairly bodgie, and a few more new releases are on the way.

So why should we look at *John Barnes European Football* over the rest? Let's find out.

I chose England from the eight competing nations and set about winning the European Championships with John Barnes's own team! First on the card we drew Sweden. Both sides played fast and furiously and by half-time I was down 2-0. I felt a little out of my

league considering I quit playing soccer when I was 12 years old. But with some brilliant saves from my goalkeeper I managed to contain the full-time score to 2-0. Once I gained confidence with passing, kicking and tackling I found the game to be fast and enjoyable. The tactic that worked best for me was dribbling the ball with one man for long lengths of the field, but my goal shooting was not quite as accurate.

The goal keepers are extremely good so after a bit of practice I found that it was easy to defend but quite difficult to score (to date I have scored three goals, two being from penalties).

This is a hands-on game in the *Kick-Off* style and the appeal is in your ability to control the player nearest to the ball. The game is fast - when the opposition has the ball sometimes it is too fast!

The game has a number of features

which add to the realism of the soccer experience:

Close range free kicks can be set up with advanced strategy, allowing both teams to defend or attack as desired with control on the swerve, formation of a wall, and other nice tit bits. In general play you can control the speed, pace, and the height of all your passes. The referees have the authority to warn with yellow cards and send off with red cards (In a match against Sweden, three swedes were sent from the field for illegal tackles on my players - I still lost!).

There's even variation in the weather, which affects the speed and slipperiness of the pitch - all these elements add to the mood and the atmosphere of the game.

Is there something special for John Barnes fans? Yes! When playing for England you have the option to be John Barnes and control him for the entire match. For novices this is an easier but less exciting way to become a European Champion earlier in your soccer career.

John Barnes European Football is easily one of the better soccer sims available - the graphics are fluid and bright, the sound is average but the strategy is complex and quite difficult to master.

The element of these sport games that appeals to me the most are the multi player modes - it is much more enjoyable to beat flesh and blood, and in this

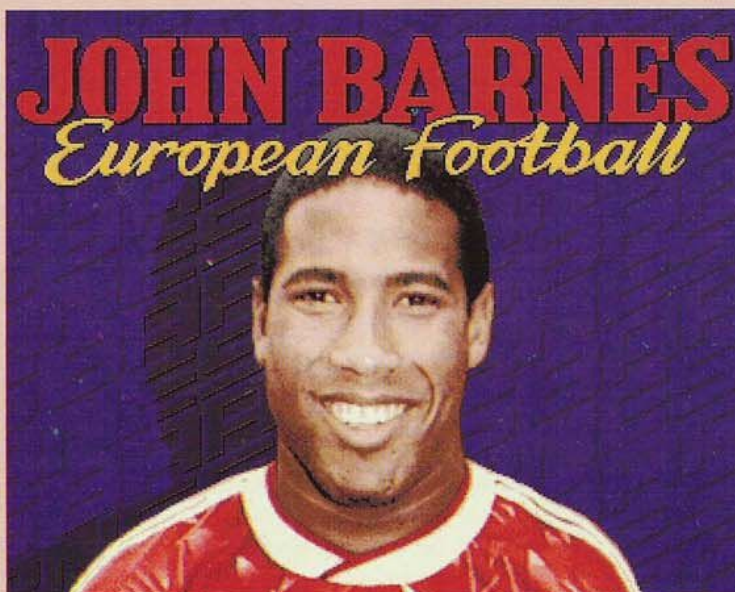
case there's a two player option that gives you the opportunity to humiliate your friends before a crowd of screaming English football supporters.

I recommend *John Barnes European Football*. It's the best offering from Krisalis yet, and it gives the aging *Kick-off 2* a good run for its money.

Distributed by Electronic Arts (075) 911 388. RRP Amiga \$69.95.

Ratings:

Graphics	82 %
Sound	70 %
Gameplay	85 %
Overall	85 %



Sensible SOCCER

It's head to head soccer sims this month. So when you've read our review of John Barnes' European Football, make sure you check this one out as well. Juris Graney kicks out Kick Off and crowns a new King of the sport sims.

As the faceless crowd stares down at me with anticipation, the ball rests at my feet. The bright Wembley lights make everything on the pitch stand out. I look towards the goalkeeper. He's talking to himself, getting his body in tune with his mind. I look at my team mates. They stare back at me with hope in their eyes. I back away slowly, preparing my run up for the kick. The huge crowd is silent, waiting. I move in, my feet moving like lightning. I strike the ball with immense force and send it spiralling into the air. The goalkeepers face is filled with dismay, as the ball turns through the air away from him. He makes a last defiant leap, but to no avail - the ball strikes the back of the net and drops to the ground. My team mates lift me onto their shoulders and carry me around for a lap of honour. Ahhh, what a dream. But let's get back to the real world.

Sensible Soccer, as described by the title, is a soccer game. Or to put it into the correct British terminology, a football game. It's full on action, with a choice of competitions - Cups, Leagues, and Championships, both real and imaginary, with 64 top European football clubs and all 34 European Na-

tional teams including over 1250 different players. Bigger, dare I say, then Ben Hur.

Sensible Soccer has many features that outclass all the other football games. I have to say, at last, that *Kick Off* has met its match. *Kick Off* is finally ousted from its perch as the number one football sim - in its place, a proud *Sensible Soccer*.

Sensible Soccer boasts 100 European teams, the ability to design your own cup tournament, 1 & 2 player modes, a second disk full of crowd sounds, a subs bench with a manager and a physio, tactical advice on your opposite team plus a full European championship competition. Add the ability to make your own teams, rename them, re-dress them, change their names and colour, their field positions and who goes as a substitute and you've got a very flexible game indeed. With all these

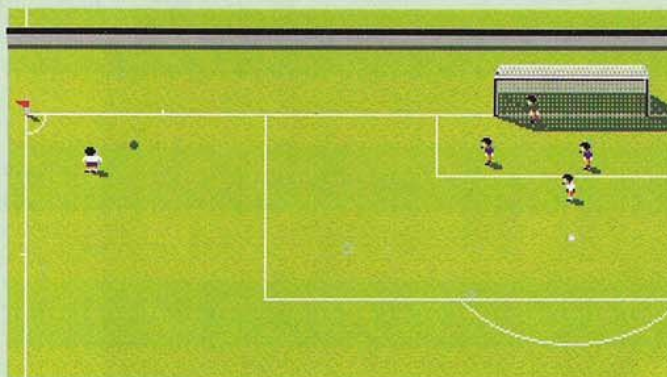
features, you can be sure that you will be at your computer beating it out with the best of them.

Graphically, the game looks surprisingly like *Kick Off*, though the screen is a little smaller. The sounds are excellent and the animations are accurate and well detailed. You can even see their tiny faces change expression once they miss a goal. The crowd will then follow with a series of 'Ooohs' and 'Aaaahs'. The controls are the same as all soccer games, so if you have played one, you have played them all. If not, then it will take you a five minute maximum to figure it out. The stylish graphics and animations are the first thing that make this game stand out from the crowd, but after the initial thrill, the game has plenty of tactical depth to keep you going. Even if you hate soccer, I can assure you that you will love this game. The user-definable leagues and the plethora of tournaments help to secure longevity, and the two player option will outlive almost any of the games around.

Sensible Soccer is a truly magnificent game. If you think that the *Kick Off* series was good, wait till you try this little baby. It's a ripper of a good time.

Distributed by Mindscape (02) 899 2277. RRP Amiga \$69.95.

Ratings:	
Graphics:	85%
Sound:	89%
Addictiveness:	92%
Lastability:	95%
Overall:	92%



FIRE & ICE

Here's a game that will get you all fired up, says Juris Graney as he checks out this month's Mindscape prize game. Does he like it? Read on and find out ...

Fire & Ice is a top class platform action game, in which you take the role of a clever character named Cool Coyote. It is your job, as usual, to save the earth. With a little help from the god Glemm, you have to track an evil dude named Suten through four worlds of intense arcade action. Glemm takes the roll of - wait for it - a puppy.

Yep, you read it right. He's a puppy god. Anyhow, you have to shoot your way through four worlds of chaotic platforms to save the earth from destruction by the fire god Suten.

Suten has just blown up another planet and has come to earth for a holiday. He likes it here, so he starts making some devious plans to take over. As everybody knows, property developers can get very angry with anyone who tries to stop progress. And Suten is no exception. Get in his way, and it's curtains! He's been known to blow up whole planets just because somebody disturbed him.

Suten's 12 light year trip through space has fortunately left a trail, and this is where Glemm comes into the picture. Though he looks like a cute little doggy, Glemm is actually a special agent kind of god. Hmmm. Anyway, Glemm finally tracks Suten down, but he doesn't want to startle him - this, of course, could be dangerous for the surroundings.

So Glemm enlists your help. You're Cool Coyote, an everyday coyote who lives in the polar regions, and your task is to track down Suten and destroy him.

Fire and Ice, subtitled 'The Daring Adventures of Cool Coyote' is a very cute game. In fact, cute is the only word that describes it. The graphics are very well drawn, and cute. The animations are excellent, and cute. The sound effects are particularly good. And cute. That's not a bad thing, though, because the thing that really sticks in my mind about this game is that it's extremely addictive.

When you start *Fire & Ice*, you'll

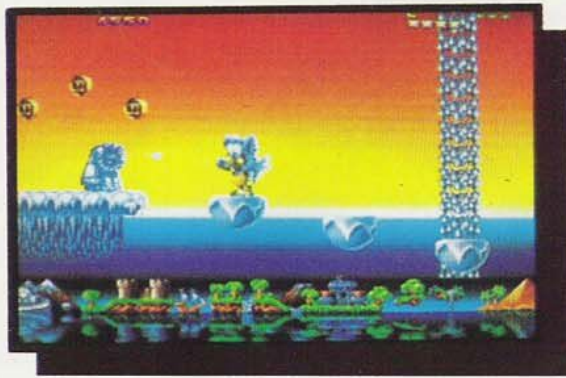
see a little map at the bottom of the screen which tells you where you are. You start in the polar regions and finish your daring travels in the hot climates of the deserts, passing through the rainforest regions on the way. Once you finish the first part of the first world, you are shown a huge map. This shows you where all the gold coins are, which you are to collect. This map also shows you the location of certain important items like dog food.

Your enemies are also very ... cute. Their animations are well done and silky smooth. The screen animations are the same - fluid, and a treat to watch. Getting attacked by such things as penguins, which waddle around the screen, walruses, which slide around very quickly and albatrosses which drop snowballs on unwary coyotes seems faintly ridiculous - you can't help laughing as you're beaten to a pulp. You'll see other wildlife too, like a skiing beast and Eskimos which throw snowballs at you as you pass. Thunderclouds are scattered around the area and when shot, release snow flakes, which then are used as smart bombs.

Fire and Ice is a great game. It's cute and addictive, there's a whacky plot, and the final conflict is terrific. It's well worth the recommended retail price of \$69.95.

Distributed by Mindscape (02) 899 2277. RRP \$69.95.

Ratings:	
Graphics:	96%
Sound:	76%
Addictiveness:	95%
Lastability:	91%
Overall:	92%



On sale now !

Computer Adventure Games - Hints and Tips

(The Second Adventurers Realm Hint Book)

Detailed clues to over 25 top notch adventure and role playing games

\$10 from your newsagent

For anyone who likes
computer adventure
games.

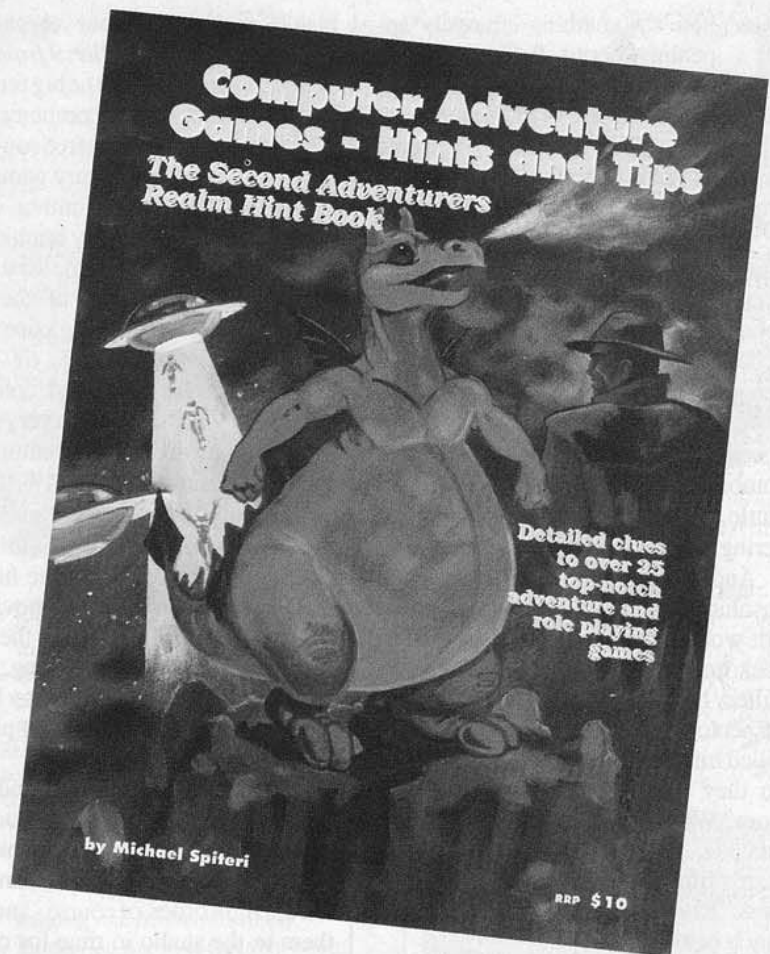
For the beginner who
doesn't know where to
start, and for the more
experienced adventurer
who is stuck in a game
and needs a bit of help.

Do you want to know
how to solve the
toughest problems?

How to start having fun
with adventure games?

How to score the most
points?

Buy this book.



OR BY MAIL ORDER: POST OR FAX YOUR ORDER to Saturday Magazine Pty Ltd, 21 Darley Rd, Randwick 2031. Phone (02) 398 5111, Fax (02) 398 5322. (Write us a note if you don't want to use this form)

Please send me copy/ies of Computer Adventure Games - Hints and Tips (The Second Adventurers Realm Hint Book) for \$10 each including postage.

I enclose a cheque or money order for OR

My Bankcard ☐ Visa card ☐ Mastercard ☐ number is

Name (print) Signature

Address

. Postcode

Plan 9 From Outer Space

Who would want to play a computer game based on the worst movie of all time? Phil Campbell would, for one. Read this report and you'll know why.

There's something strangely appealing about B-Grade Sci-Fi movies. And they don't come much more B-Grade than *Plan 9 From Outer Space*. This low budget 1958 epic has been voted the worst movie of all time. "This is by far one of the worst movies ever concocted," exclaims critic Vincent Beck. "*Plan 9* is so very bad it exerts a strange fascination," reports John Brosnan. And my copy of Steven Scheuer's "Movies on TV" agrees. "Universally damned as one of the worst films ever made," says Scheuer. "This was Bela Lugosi's last film. Outer space zombies raise the dead as the actors battle a non-existent budget and staggeringly inept writing and direction."

And I'm happy to confirm that he's absolutely right. Tin-pan flying saucers ride wobbly strings across badly painted backdrops. And dead-pan actors deliver stilted lines like: "One thing's sure. Inspector Clay is dead. And someone killed him." Or the memorable: "What do they want? Where do they come from? Where are they going?" Or even this one: "There comes a time in every man's life ... when he can't believe his eyes." Rivetting stuff. And it doesn't get much better.

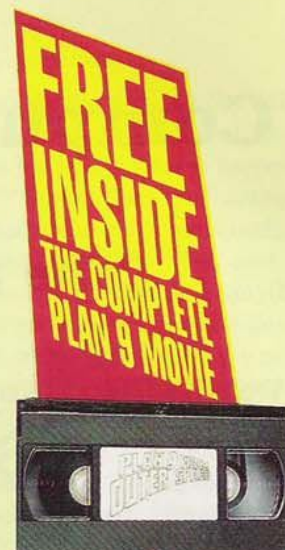
So why watch such unmitigated rub-

bish? Simple. Thirty four years after the movie hit the screen, *Plan 9 from Outer Space* has finally made the big time - and been resurrected as a computer game. And as a bonus, there's a free copy of the movie included with every game.

While reviews of the movie version of *Plan 9* were uniformly scathing, the game has played to a somewhat mixed reception. On one end of the scale, Britain's *Amiga Action* magazine awards the game a rating of 92%. *CU-Amiga* magazine, on the other hand, comments that "*Plan 9* boils down to a very run-of-the-mill point and click adventure," and rates the game at a mere 64%.

Take a pot-shot somewhere in between and you'll be close to the money. On the down side, the game has very little in common with the movie plot. Which ... um ... having seen the movie ... may not be such a bad thing. On the other hand, even though it may be a bit "run-of-the-mill," it's quite a playable little adventure.

Here's the plot. It's 1958, and the six reels of *Plan 9 from Outer Space* have been stolen. Your job is to find them, splice them together in the editing room - in the right order, of course - and return them to the studio in time for opening night. In the editing room, you can



replay digitised segments of the actual movie - a nice touch.

The centre of the screen displays your current location, and a tombstone in the lower corner lists a range of possible actions, like "Push", "Talk", "Take", "Drop", and "Open". Playing is easy - simply point to an action with your mouse, click once, then click on an object in the main display screen.

In the studio bathroom, for example, there's a large, bald man combing his toupee. I click on "Talk". Then I click on the man. And immediately, he responds in a comic-book style speech bubble - "Get outta here, punk." I happily oblige.

So far, I've explored the movie studio, a building site, a city coffee shop and a seedy bar, and I've collected enough clues to suggest the first of the missing reels is hidden in Bela Lugosi's run-down mansion. And to be honest, I'm having quite a lot of fun.

Graphics are nice, the sound track is atmospheric, and there's plenty to explore. The movie, on the other hand, is in grainy black and white, the special effects are appalling, and the sound is crackly - I just can't figure out why I keep wanting to watch it again.

Distributed by Mindscape (02) 899 2277. RRP Amiga \$99.95, video included.

Ratings:	
Graphics:	76%
Sound:	78%
Gameplay:	85%
Overall:	79%



COVERT ACTION



Dave Sanna goes under cover as he investigates the latest in spy thrillers. Check out his report.

The middle aged executive sat behind his desk in an austere office, and looked out the window. His thoughts were on something other than the view. His face was permanently creased into a frown. As the head of a major security agency, he received mainly bad news - too much recently, by a long shot. The office door opened to admit the executive's chief of staff, a younger man apparently energetic, intelligent, and getting a start on his own permanent frown. The newcomer quickly assessed the other man's mood and took his habitual chair, waiting for the boss to speak.

The older man pulled his eyes from the window and turned. He spoke just three words:

"GET MAX REMINGTON!"

Hey! That's you. Secret Agent Max Remington, the guy they call when things are tough. And they don't get much tougher than this. The future of the world is at stake, and you have to save it! Original concept, hey? But *Covert Action* does have its highlights.

I have to say the manual is very complete in every detail, and for your enjoyment there's even a mini-novel to set the scene. This builds up the atmosphere for a satisfying game. If you have ever wanted to be like James Bond, Remington Steel or Maxwell Smart then now is your chance.

The game has four main sections, in line with the standard duties of a top class spy - Driving, Combat, Cryptology, and Electronics. The aim of the game is to find out all the infor-

mation necessary to obtain a warrant for the arrest of a criminal mastermind, and thus save the world from his clutches.

So here I am, staking out a house all night. A small figure leaves the building. Through my binoculars, I see a familiar face - I recognise him from the dossier I was given at HQ. Silently I make my way to the car and follow him from a distance. The screen shows the action from above, never my favourite angle for a driving game - this section would have been far more fun if they'd incorporated a "through the windscreen" view driving simulation.

Soon, we arrive at Mafia HQ and the stakeout continues. Electronics comes into play here. Should I wire tap their phones? Then cryptology is used to work out coded messages - hard at first, but it's easy the second go.

Finally there's combat. This is for when you're sick to death of stake outs and driving and wiretapping, and you're ready for some action. Bust your way into Mafia HQ, with an arsenal that includes a range of weapons, as well as a gas mask and a bullet proof vest.

The sound effects are limited, though pretty good. There are all the usual alarms, screeching tires and gun shots, but not much else. Graphics are a bit of a let down, though adequate for the "thinking" parts of the game.

Overall, *Covert Action* combines Maxwell Smart, the action of James Bond and the excitement of Remington Steele in a playable bundle of fun.

Distributed by Questor (02) 662 7944. RRP Amiga \$79.95.

Ratings:

Playability:	79%
Graphics:	72%
Sound/FX:	74%
Lastability:	75%



Moonbase

Phil Campbell reminisces about the past as he builds a Moonbase for the future in the latest SimCity clone.

It's showing my age, I know. But I can remember the day Neil Armstrong stepped on to the moon. At my school, everything stopped as his voice echoed around the quadrangle. Clusters of small boys stood transfixed, listening to the distant, crackling words of the first man on the moon - "One small step for a man ... a giant leap for mankind."

Great days. Inspiring days. And fifth-class boys had heads full of spaceships, lunar colonies, glass domed moon-bases populated by hardy pioneers as mankind continued to leap for the stars.

Poetic stuff. The reality, of course has been much more mundane. Moon missions are no more. The "giant leap" has fallen rather short. Enter *Moonbase*, a software simulation that brings to life the echoes of schoolboy imagination.

Commander A. C. Norton took over as Commanding Officer of Moonbase Alpha on August 23rd 2025. Norton enjoyed a distinguished military career, before retiring from active duty in 2022. His brief from the top brass at NASA is simple - slash expenses, and make the Moonbase self sufficient within the next ten years.

It's a tough job. "Only things we've

got plenty of here are vacuum and dust," says Charlie Weiss as he fills out the daily requisition forms.

"The NASA brass just don't seem to understand that oxygen and water cost money."

"No point complaining," snaps Norton. "Get me the current population and economic figures. And I want to see all department heads at 1430 today. Time to turn this base around."

Norton's task is not an easy one. First, he must decide how to allocate the limited NASA funds. After 10 years, construction and operational funding will be cut off - if the base is not self supporting, he's finished. And so is the *Moonbase*.

Building costs vary according to the complexity of the structure. An inflatable dormitory is fairly cheap, while a Nuclear Fission Plant will put a big hole in your annual allocation. Then there are facilities like Communication centres, pipelines and roads. And Hydroponic Centres. And Research Labs. And landing pads. Spend wisely!

Naturally, good management involves finding ways to make a buck out of the ol' dustball too - as many ways as you can. You can, for example, mine

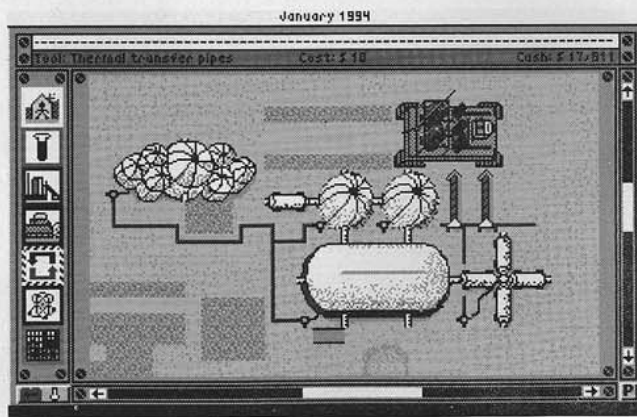
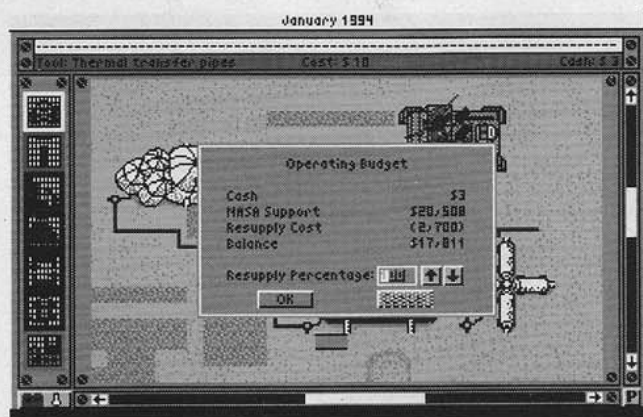
and process Llox, a unique and highly valuable lunar element. Or you can mine and sell He3. And Moonbase processing plants are well known for their superb solar power cells, produced in the Low-Grav Crystal Plants. If all else fails, you can always try tourism. Build a nice hotel, upgrade the landing pads, and you've got the makings of a nice little earner.

In play, *Moonbase* follows in the well-worn tradition of *Sim-City*. That's not necessarily a bad thing. After all, *Sim-City* is widely hailed as the best computer game ever written. Building is easy - there's an icon panel down the left side of the screen with a series of click-to-activate options. Select a building, then drop it onto the lunar landscape.

The landscape, unfortunately, is drab. Unavoidable, I guess. It looks like the moon. Featureless. Arid. Grey. Apart from a smattering of craters, there's absolutely nothing to report. Your buildings tend to tart things up a little, though graphically they are more utilitarian than elegant.

Success, as always, is a matter of balance. The three essential elements in *Moonbase* are personnel, power, and thermal control. Get them right, and you're on your way to success. That's not to say *Moonbase* is simplistic - if you want to dig deep, the game should offer a long term challenge. You can build incredibly complex living communities with ships landing at your spaceports and tiny Lunar Rovers trundling around your roads. The sky's the limit!

Distributed by Dataflow, (02) 310 2020, RRP Amiga \$79.95.



TALK TO YOUR TELEVISION

CDTV AVAILABLE FROM
Myer, Grace Bros, Harvey Norman, Bing Lee
and the following dealers

NSW: The Hard Disk Cafe', Shop 4 Computers, Free
Home Demo, Casino Computers, Orana Home Business
Center, Leeton Audiotronics, Chanticleer Video
Computer Center.

Vic: High Technology, Maxwell's, Cranbourne
Computers, Webbs Electronics, Jennings Discounts,
Computa Magi, Roylane, Frank Day & Associates, St.
Albans Home Entertainment.

Qld: United Computers, Tropical TV Services,
City Computer Center, Active Computers.

SA: Harris Scarfe, Pick'n'pay Hypermarket.

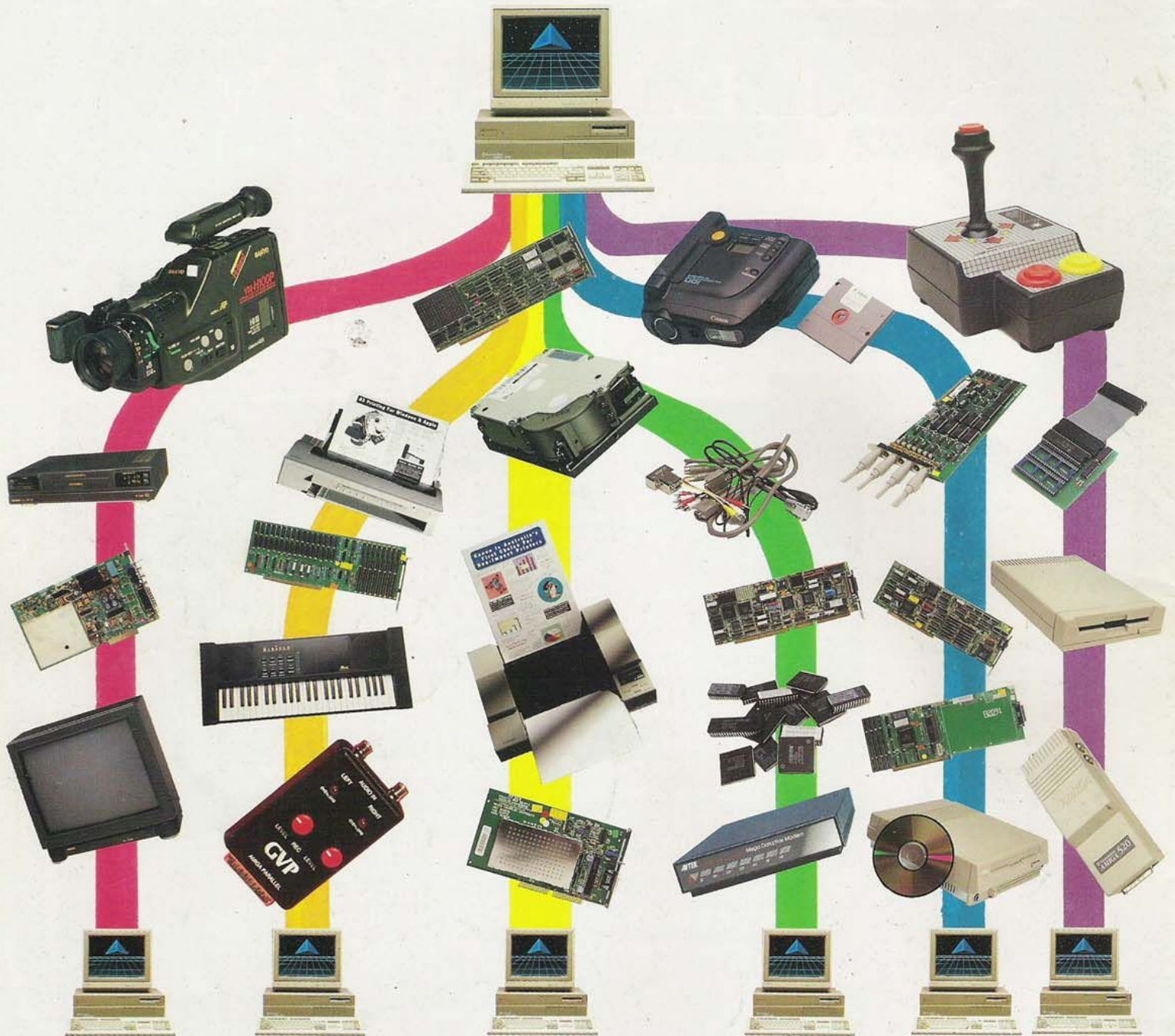
Tas: Angus & Robertson, Quadrant Computer Center,
The Floppy Shop

WA: Headlam Computers, Narrogin Computers,
Computer Corner, Regional Computers

Phone Commodore (02) 428 7777 for a dealer near you.



Evolution of a species



Grow your own Amiga 2000

Available from major department and specialist Commodore retailers
or call Commodore on (02) 428 7777 for your nearest dealer


Commodore